

Alumni and Friends News



Cogswell

Polytechnical College

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**Cogswell
Polytechnical
College**

1175 Bordeaux Dr.
Sunnyvale, CA
94089

408.541.0100
www.cogswell.edu

Bonnie Phelps
Dean, Institutional
Advancement
408.541.0100x145
bphelps@cogswell.edu

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Art Alive - Experience Art in the Making - At Cogswell College



Acclaimed author and artist, [Michael Mattesi](#), creates a work of art before your eyes on a larger than life canvas. The event will take place in conjunction with Cogswell's Open House on October 24, 2009 and will run from 1:30 to 5:00 p.m.

"For the last four or five years, I have wanted to do a large painting of a figure and thought it would make an interesting performance piece," said Mattesi. "I want to thank Cogswell

Job hunting?
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company links.



College for hosting the event so my idea could become tangible. I hope the audience will be as intrigued and engaged as I will be during this challenge."

"The Art Alive event will be a festival of art that celebrates the creativity and humanity that is infused in the making of art," said Susan Harby, Associate Professor at Cogswell and event organizer. "Cogswell is happy to partner with Michael and bring this unique artistic experience to the Silicon Valley."

Sit and watch the work in progress, enjoy hors d'oeuvres and beverages, tour the campus if you haven't seen it in a while or check out what's new in the Gallery at Cogswell.

About the Artist

Mattesi has been working as a professional production artist and instructor for the last twenty years. His clients have included Pixar, Walt Disney Feature Animation, Walt Disney Consumer Products, Marvel Comics, Hasbro Toys, ABC, Microsoft, Electronic Arts, DreamWorks/PDI, Nickelodeon and many others. He has instructed and lectured at some of the top art schools around the world. Mattesi is currently an Art Director for LeapFrog in Emeryville and teaches art workshops at local Bay area entertainment companies and art schools.

In 2002, his popular book series began with, *Force: The Key to Capturing Life Through Drawing*, which became a mainstay for artists around the globe. Other books in the series include: *Force: Dynamic Drawing for Animators* and his most recent, *Force: Character Design from Life Drawing*.

You're Invited!

Senior Producer at Nickelodeon Kids and Family Games to Speak at Cogswell



Please join us as Cogswell graduate, Kevin Richardson, shares his wealth of knowledge and experience in the casual game industry during a presentation on campus. His topic will be, "Creativity and Unlocking Your Own Unique Talents."

Date: November 3, 2009

Time: 6:00 to 8:00 p.m.

Where: Dragon's Den at Cogswell

Pizza will be served

Kevin graduated in 2003 with Bachelor of Arts in Computer and Video Imaging - the precursor to Cogswell's Digital Art and Animation program. He currently work for Nickelodeon Kids and Family Games group in San Francisco as their Senior Producer of games. Kevin also just launched his own casual independent game series for download under the Gamespin banner, Ghost Town Mysteries. He has produced over 30 "E" rated games, including the Family Feud and Risk games and several Hasbro titles including Boggle and Trivial Pursuit while at iWin.com. Prior to iWin.com, he worked at The Learning Company/Mattel Interactive where he was Executive Producer on numerous Reader Rabbit and ClueFinders adventures and at EA/Pogo where he worked on Tumblebees ToGo. He began his career as an animator and special effects artist working for ILM and Hanna Barbera-Wang Films.

Announcing Founders' Day 2010



The date has been set for Cogswell's annual Alumni Reunion. Put March 20, 2010 on your calendar now!

Don't miss this opportunity to visit with old friends, make new ones, celebrate alumni achievements and learn the latest Cogswell news.

We'd like your input on how we can organize the event so that it best suits your needs and schedule. Please take 5 minutes to complete the following [survey](#).

Thanks for your help!

Watch the Trailer for The Offering



The trailer for *The Offering*, a short animated film produced by Cogswell students in the Digital Art and Animation Program under the umbrella of the [Project X](#) class, is now available on our [website](#).

Project X is a one-of-a-kind, project-based class - unparalleled in its scope and study as it incorporates every component of animation film production for the big and small screen. This class, under the direction of Animation faculty member and long-time professional animator Michael Huber, is only available at Cogswell. Project X has no competition with regard to the quality of instruction it provides or the standards it sets for animation production value. Student participants have the opportunity to integrate all the disciplines of CG production including animation, modeling, texturing, effects, rigging, lighting, rendering, compositing and production management.

Take a look at the trailer and keep an eye out for more updates on where and when to see *The Offering*.

Successful Game Demo Night



In Cogswell's ongoing partnership with the Silicon Valley Chapter of IGDA, the College played host to Game Demo Night on September 30. More than 140 enthusiastic game developers from all over the Bay Area, packed into the Dragon's Den for a night of learning from each other and networking.

PlaySpan, Trinigy, Cogswell's Game Development Club, Lazy 8 Studios, Bioroid Studios, Terathon Software and Mixamo spent 15 to 20 minutes each covering topics important to game developers. By the end of the evening the audience learned something about software options, the creative process, monetizing their games and the production pipeline.

Following the presentations, the companies - joined by The Pefections-2D adventure RPG, Dragon Oath by ChangYou.com, VacuumGenesis, Unity, Game Play Expo, Wild Pockets, White & Lee, LLP - settled at tables lining the Dragon's Den to answer audience questions and demo their products in a one-on-one format.

It was an evening filled with inspiration and the free-flowing exchange of ideas that happens best at Cogswell.

Lucasfilm/ILM Recruiters Visit Campus

On September 21st Cogswell hosted a visit by the [Lucasfilm](#) Recruiters. They showed some of the pioneering work done by the various divisions of Lucasfilm and even showed some work in production. They spoke about some of the changes in the industry

and how graduating students can prepare for a career- in particular, through the [Jedi Academy](#).

One of the most interesting points was that there are a few rare entry level positions with this family of companies since employees tend to stay or join them after gaining experience elsewhere. At the moment, they are looking for strong Riggers and are always looking for entry level Technical Directors. The Recruiter from Lucasfilm Animation stressed that your chances of landing an entry level job increase exponentially if you are an animator but you have some programming and scripting under your belt.

This visit is one in an ongoing series of special presentations and workshops geared toward helping Cogswell students prepare for their eventual careers. We welcome company representatives and Cogswell alumni who are willing to share their experience.

Alumni Notes

Jason Bettinger (2007) just landed a job at Rhythm & Hues as a Render I/O Coordinator. He joins 7 other Cogswell alumni at the company and will be working on the same team as **Ben Taylor (2005)**. **Chris Byrant (2002)** recently founded Chris Bryant Guitar School. The school offers guitar classes to all ages and skill levels in an exciting and fun learning environment. **Tony Dias (2009)**, in addition to being an adjunct faculty member of Cogswell, is a Producer at IDIAS - a startup headed by his father. His duties include video production, photography, asset management, graphic design and more. **Bill Ferguson (1992)** is a Deputy Fire Marshal at the Santa Clara County Fire Department. He has had the pleasure of teaching Fire Prevention and Organization Management for Cogswell since he graduated. **Jason Ferguson (2008)** is a Freelance Digital Video Specialist. His expertise includes videography, sound design and mixing, audio recording and much, much more. **Vitaly Golomb (2004)** is CEO of a new start-up called Keen. The company provides an easy-to-use, hosted service that allows printing companies to sell online, accept and inspect files and manage various aspects of their customer service. **Dave Graton (1996)** is the Owner and Executive Producer at MemoryTracks Films which specializes in high-end wedding and family films. **Dave Hanson (1997)** is at Trion World Network as a Senior Character Animator. **Jeff Jenkins (2002)** owns Jeff Jenkins Design and does freelance illustration, concept art, graphic design and fine art. **Jeff Johnson (2005)** is currently at ANSCA doing programming and scripting, documentation and UI design. **John Kirby (1995)** is Product Development High Bandwidth Manager at Micrel, Inc. in San Jose. **Ivy Lam (2004)** is a Freelance Motion Designer at BELM Design. **Ron Larson (1993)** is currently a Business Development Manager at the analog circuit company, Clare. **Jessica Liu**

(2001) recently became a Lead Creative Designer at Juniper Networks. **Scott Machtmes (1990)** works for Brocade Communications as a Senior Systems Administrator. His group is an IT-like group for engineering and hardware devices, PC's, Brocade SAN switches and more. **Felix Marten (1995)** successfully defended his oral dissertation, the final step in earning a PhD in Business Administration. **Garrett Min (2000)** works at The Video Pro as a 3D Visual Effects & Motion Graphics Animator. He creates custom transitions for website development with CMS, SQL and PHP scripts. **Robert Nall (2003)** splits his time between being a Creative Director at Red Rover Games and a Digital Artist at 11:11 MediaWorks. **Marli Schoessler (2007)** recently became an Editor for Angel Lite Films. **Noushin Sharif-Murphy (2001)** is the President of VMI architecture, a thriving company she established in 1995. **Lorraine (Nava) Starr (2002)** sends greetings from the LA area where she is a Motion Graphics Designer for Mojo House. **Nathan Vegdahl (2008)** stopped by Cogswell recently to see old friends before heading off to Amsterdam for the 4 to 6 months to work on the next Blender project. **Lily Vogelsang (2009)** is a Trainee Consultant at Toon Boon Animation in Montreal Canada. **Nathan Webb (1999)** is finishing up work on an iPhone game for Elyzium Entertainment which will soon be found at rollerderbyiphone.com.

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