

PROPELLER™

THE NEWS, TECHNOLOGY, ART, DESIGN & CULTURE
OF FULL SAIL UNIVERSITY

FULL SAIL'S TECHNOLOGY LANDSCAPE

page 8

2014 HALL OF FAME
INDUCTEES ANNOUNCED

page 3

GRADS ON
THE MOVE

page 6

FULL SAIL NEWS

page 10

CAMPUS TOUR +
SCHOLARSHIPS

page 2

FEATURED
STUDENT WORK

page 4

AWARDS SEASON

page 12

ART & DESIGN | BUSINESS | FILM & TELEVISION | GAMES | MEDIA & COMMUNICATIONS | MUSIC & RECORDING | SPORTS | WEB & TECHNOLOGY



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Full Sail unveils new welcome center for daily and Behind the Scenes tours.

VISIT OUR CAMPUS

Now is a great time to check out Full Sail University in person. We've opened the doors to a new welcome center, where visitors can learn about Full Sail, check out grad stories, and explore student work before embarking on their tour.

TWO TOURING OPTIONS

The **Behind the Scenes Tour** is an exciting four-hour experience, held once a month, that allows you to explore Full Sail facilities, get in-depth info on your degree program, and meet face to face with Admissions and Financial Aid representatives. **Daily Tours** are casual walking tours that last around an hour and are available six days a week, Monday through Saturday.



To schedule your visit,
TOURFULLSAIL.COM



CHECK OUT FULL SAIL ON TOUR

Preview the technology that creates live productions, animation, video games, and more in the **Full Sail on Tour truck powered by Sony**, now open at the Behind the Scenes Tour.

LEARN ABOUT SCHOLARSHIPS

EMERGING TECHNOLOGY SCHOLARSHIP

Designed for students who are interested in a future career path involving modern technology-based industries. The scholarship will award up to **\$40,000** toward the following select campus-based degree programs:

- DIGITAL ARTS & DESIGN** Bachelor's Degree
- CLOUD TECHNOLOGIES** Bachelor's Degree
- MOBILE DEVELOPMENT** Bachelor's Degree
- SIMULATION & VISUALIZATION** Bachelor's Degree
- SOFTWARE DEVELOPMENT** Bachelor's Degree
- WEB DESIGN & DEVELOPMENT** Bachelor's Degree

SOUND FOUNDATIONS SCHOLARSHIP

For students interested in a future involving music and the recording industry. The scholarship will award up to **\$19,000** toward the following select campus-based degree programs:

- MUSIC PRODUCTION** Bachelor's Degree
- RECORDING ARTS** Bachelor's Degree
- SHOW PRODUCTION** Bachelor's Degree

To find more information on available scholarships, reach out to an Admissions Representative at **800.226.7625**. Financial aid is available for those who qualify.



DOWNLOAD THE SCHOLARSHIP GUIDE

For full details about these and other scholarships, download the Scholarship Guide.



From shirts to laptop cases, show your school spirit with items from The HangR – the only place to buy official Full Sail University gear.

hangr.fullsail.com



LOCATED IN THE BUILDING 1 LOBBY

SIXTH ANNUAL HALL OF FAME

Full Sail University hosted the sixth annual Hall of Fame ceremony, recognizing graduates who have made outstanding contributions to the world of entertainment, media, and the arts. During this 3-day celebration, students gathered for informative panels, guest lectures, and Q&A sessions with industry leaders, while Full Sail alumni networked with fellow grads during the Career & Technology Expo. The week concluded with the Hall of Fame induction ceremony where six esteemed alumni were recognized for their talents and accomplishments.



CHECK OUT ALL OF THE PANELS NOW AT
[YOUTUBE.COM/FULLSAILUNIVERSITY](https://www.youtube.com/fullsailuniversity)



PRESENTING THE INDUCTEES

This year, the 2014 Hall of Fame class of inductees are Charity Lomax, Ric Viers, Hunter M. Via, Tim Naylor, Nathaniel Howe, and Carlton Lynn. Each inductee was presented with a Sailee Award during the ceremony.



STUDENT VIEWING PARTY

Students and staff gathered on the Backlot for a “block party”-style live viewing party of the 6th Annual Hall of Fame Induction Ceremony – complete with food, contests, giveaways, and special guests.

FEATURED PANELS



BEHIND THE BEATS

With previous experience as an engineer for music legends such as **Jay-Z** and **Beyoncé**, Full Sail graduate **DJ Swivel** held a panel which went in-depth on the production and behind-the-scenes work that goes into making a hit song.



RIGGING THE RACCOON

During this panel, **Hall of Fame inductee Laurie Brugger** discussed the process she and her team went through to ensure Groot, Rocket Raccoon, and the rest of the Guardians were as lifelike as possible.



THE FUTURE OF LIVE ENTERTAINMENT

Representatives from **Disney**, the **Orlando Magic**, and **Tampa Bay Lightning** hosted a panel to discuss live entertainment, and how this growing industry requires a new approach to the business of booking, promoting, and producing these unique experiences.

ADDITIONAL PANELS

Technical Design & Today's Blockbuster Games – Jameson Durall

Inside the Simulation & Visualization Industry – Brett Green

Comics in the Digital Age – Chuck Dixon

Frozen, Taylor Swift, and Why Spotify Hasn't Killed the CD Yet – Rob Souriall

Audio in Unusual Places – Ric Viers

ART of FULL SAIL

Featured Student Work

The Art of Full Sail is Full Sail University's virtual gallery of creative work by our students, faculty, and alumni. If you're a Full Sail student interested in submitting your work for inclusion, please email us at artoffullsail@fullsail.com.

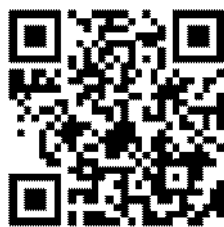


FILM STUDENTS BUILD TRAIN SET FOR 16MM PROJECT

Full Sail University **Film** students built an elaborate train set from scratch on one of Full Sail's soundstages. This realistic – and life-sized – train set was designed and constructed by a small group of students working on their 16mm film project; the film, *Dreamer*, tells the story of a young Walt Disney as he prepares to head west to follow his dreams and begin his career.



WATCH THE BEHIND THE SCENES VIDEO



"Loading Dock" is a game environment by **Dan Hutnik (Game Art)**.



These excerpts taken from the project book of **Kevin Kent (Media Design MFA)** were part of a fictional rebranding campaign for the University of Florida Institute of Food and Agricultural Sciences.



Nightfall was a silent film project created by **Digital Cinematography** student **Melissa Kane** as part of that program's Directing course.



Panbhu Ratanavichein (Game Art) created this impressive character study that was drawn by hand.



This skate deck was designed by **Stephanie Garzon (Digital Arts & Design)**.



DIGITAL ARTS & DESIGN STUDENT ZIAREKENYA SMITH'S WORK FEATURED ON LEBRON JAMES' WEBSITE

Full Sail **Digital Arts & Design** student **Ziarekenya Smith** created some T-shirt designs as a personal project, and was pleasantly surprised when they were featured on LeBron James' website. The idea for the designs came after LeBron and his team, the Miami Heat, won the NBA Championship. In his spare time outside of class, Ziarekenya created the LeBron Crown Diamond Collection, a series of T-shirts inspired by the NBA star.



This sculpture – yes, it's a real sculpture – was created by **Edward Bushnell (Computer Animation)**.



Behind the scenes of *Leo the Surveyor*, a 35mm production made as part of the **Film bachelor's program**.



Digital Arts & Design students undertake fictional brand campaigns as projects; this one, by **Carlia Todmann** is for a fictional marketing company called Ray Creatives.



SYNTHETIC SOUL FINAL GAME PROJECT

Designed and developed by a team of five students, Synthetic Soul is a fast-paced first-person shooter game where you, as Commander Arc Riddick, pilot a gun-toting mech and blast your way through your opposition. The game features mechs wielding energy rifles, rocket launchers, automated turrets, and more, while the player is aided by S.A.R.A., a friendly artificial intelligence.



"It's so cool to have come in at a time like this and be able to capture it all," Stephen says. "They were looking for people to tell the team's story and drive that narrative, and I love being a part of that."

Stephen Lynch: Documenting a Historic Year for the Tampa Bay Buccaneers

This year, the **Tampa Bay Buccaneers** debuted a new logo, new player uniforms, and welcomed back former linebackers coach Lovie Smith as head coach. It's more than enough excitement since their last time on the field, and helping to document this historic year is **Film graduate Stephen Lynch**, video producer with the franchise.

Stephen took the role last January and has spent the off-season working on video pieces for the Bucs website, as well as prepping in-game material for the upcoming year. This content has included player and coach profiles, charity event recaps, and a Hall of Fame series for former player Derrick Brooks – all of which helps to drive their engagement with fans.

Film Grad

Alumni contribute to *Call of Duty: Advanced Warfare*

Call of Duty: Advanced Warfare dropped on November 4, and is the latest in a series that Full Sail alumni have had a long history with, including franchise founding member **Chance Glasco**. This year's iteration of the first person shooter was developed by Sledgehammer Games, where five grads were on its production – **Ben Freed** (Game Design, 2013; quality assurance tester), **Stephen Jenkins** (Computer Animation, 2008; senior lighting artist), **Justin Miller** (Computer Animation, 2003; level designer), **Jason Neifeld** (Film, 2002; project manager – consumer technology), and **Andre Tiran** (Computer Animation, 2007; associate designer).

Grad Brings Sets to Life for *Mtv's Teen Wolf*

Teen Wolf has become a major hit for MTV since its 2011 debut. **Michelle Sink-Langford** first joined its crew as an art department intern while still in the online **Graphic Design** program. Michelle graduated to set dressing assistant and later set decoration coordinator, making her responsible for crafting the sets used in the series, as well as helping with any design issues during filming. "Creating something physical out of words on a page is a lot of trial and error," she says. "I absolutely love my job with the show and the work we've all created."

Matt Kent: *Developing Theme Park Rides* for Transformers, Harry Potter, and More

Since 2008, **Matt Kent** has worked as a project and creative developer for two top theme park solution leaders, where he's helped produce major installations for **Universal Studios**, **SeaWorld**, and more. It's a long way from where this **2006 Recording Arts and Entertainment Business graduate** began his career – as sound recordist on over 25 films at **Skywalker Sound** – but as Matt explains, he had an early crossover between the two worlds.

"It's funny, we were working a lot for Pixar when I was at Skywalker," he says. "They came in with *Ratatouille* and around the same time brought in audio post for a *Finding Nemo* ride at Disney. Looking back it was like a little glimmer of my future."

The enjoyment of the guests is the real payoff for Matt in his current role as the head of creative services for **Oceaneering Entertainment Systems**, where he oversees their business development and marketing. It's a reflection of the amount of thought that goes into creating a memorable experience for people visiting these parks from around the globe.

Recording Arts &
Entertainment Business Grad

Grad on the Set of *22 Jump Street*

This summer, Channing Tatum and Jonah Hill reprised their roles as officers Schmidt and Jenko in the summer comedy *22 Jump Street*. **11 graduates of Full Sail's Film program** were part of the crew who produced the film. **Ray Brown** was involved in the production management and casting of the project, which was filmed on location in New Orleans, Louisiana.

"It was unlike any other project I've seen come together because of the cast involved," Ray says. "Definitely a memorable experience, sometimes I can't believe it was real."

From China to Winter Park: Joey Young

This April, **Joey Young** graduated from the **Game Design** program after making the 8,800-mile journey from his home in China to here in Winter Park. He decided to make the leap despite having a successful career in the Chinese gaming industry. He says, "Since I never had any production training previously, when I learned more about the program at Full Sail, and the fact that it focused so much on the production side of things rather than on programming like other schools, I knew it was the right fit for me."



FULL SAIL'S

TECHNOLOGY Landscape



FULL SAIL & WARGAMING.NET

Relationship to Bring the Full Sail User Experience Lab to Campus

Wargaming.net and Full Sail University announced a collaboration to launch the new on-campus Full Sail User Experience Lab. With their support, Full Sail University takes its place at the forefront of helping video game companies analyze and scientifically understand the elements and motivation behind player behavior. This collaboration will bring state-of-the-art UX testing to over 5,000 play testers annually, and will include Full Sail students and graduates, as well as external members of the community. The Full Sail User Experience Lab will also address and execute 100+ research projects per year for companies from multiple industries, as well as provide a project-based teaching environment.

"We are excited to collaborate with Full Sail University for more reasons than one," said Chris Keeling, Director of Product Vision at Wargaming. **"Not only will we gain insight into player behavior, we also get the chance to expose and teach student participants the many different skills used in the game industry today."**





Faculty Member

DEVELOPING PARAGLIDING SIMULATOR

Simulation & Visualization Program Director Rob Catto has been teaching virtual reality at Full Sail for more than 20 years. His latest prototype is **Virtual Foot Flyer**, a powered paragliding simulator that he built using the Oculus Rift headset and the Unreal and Unity game engines. When strapped in to the suspended harness, users feel like they're gliding over a realistic 3D landscape. "Once people put the helmet on and look around, a big smile comes across their face," says Rob. "I can only think of the other possibilities for virtual reality."



FULL SAIL'S TECH DEGREES

Cloud Technologies

BACHELOR OF SCIENCE DEGREE – CAMPUS

Mobile Development

BACHELOR OF SCIENCE DEGREE – CAMPUS & ONLINE

Software Development

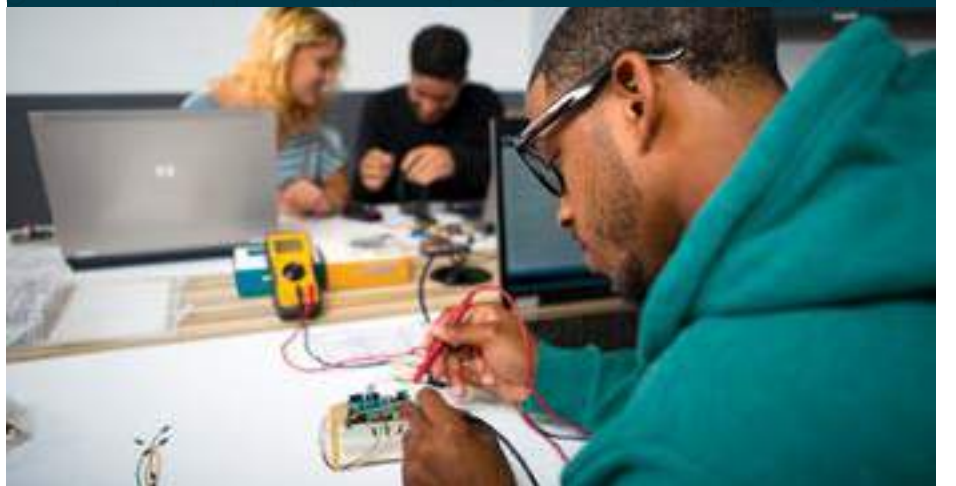
BACHELOR OF SCIENCE DEGREE – CAMPUS

Simulation & Visualization

BACHELOR OF SCIENCE DEGREE – CAMPUS

Web Design & Development

BACHELOR OF SCIENCE DEGREE – CAMPUS & ONLINE



MOBILE DEVELOPMENT

Degree an Early Adopter of Apple's Swift Programming Language

Apple announced the introduction of a brand new programming language called Swift. Designed to work seamlessly with Objective-C (which has been an industry-standard for years), Swift is a much more simplified and concise programming language, designed so developers can quickly and consistently develop complex and speedy apps.

Teaching Swift in the Mobile Development bachelor's degree program is not only beneficial to the students,

but it also gives faculty members a chance to put into practice the very concepts they teach students. There are many important characteristics for a mobile developer, but being flexible and keeping up-to-date on current development technologies are two of the most essential. These traits were immediately apparent with this quick curriculum modification, and even **Apple took notice, highlighting Full Sail's early inclusion of Swift into our coursework on their website.**



Full Sail NEWS



Cam Newton competing during the NFL 15 Ultimate Team Championship gaming competition.



NFL QUARTERBACK CAM NEWTON ON CAMPUS

To celebrate the release of **Madden NFL 15**, EA Tiburon (along with Xbox One and Curse) hosted an exclusive **NFL15 Ultimate Team Championship** gaming competition on campus. Eight players from around the country faced off, with the winner getting to take on **Carolina Panthers quarterback Cam Newton** in the final round.

The Championship stretched over two days, beginning with an open draft where Cam and his challengers picked players for their custom teams. An elaborate stage setup in the Full Sail Live Venue featured three commentators calling the play-by-play during each game, giving it the feel of a live broadcast. **The crowd was made up exclusively of Full Sail students and staff, and several grads that worked on Madden NFL 15 were in attendance, including Craig Anglin (Film, 1996; video director), Kerry Allen (Game Development, 2006; software engineer), and Hall of Fame inductee Joey Morelli (Digital Media, 1998; senior editor/compositor).**



THE PRINCETON REVIEW Names Full Sail a Top 25 School for Game Design

Full Sail University has earned a coveted spot on The Princeton Review's recently published-list saluting the best undergraduate and graduate schools to study video game design for 2015.

Criteria such as Full Sail's curriculum, facilities, career services, and technologies were all taken into consideration before the final list was made.

"This honor is a testament to the passion of our faculty and students, as well as the success of our graduates making a difference in the gaming industry."

– Rob Catto, Program Director of Game Studies

Check Out Our NEW TUMBLR

If you love Tumblr as much as we do, and want to learn more about the Full Sail community, check out fullsailuniversity.tumblr.com. There, you can keep up with recent happenings, learn more about the entertainment and media industries, and get a feel for what the Full Sail experience is like.

THE TREEHOUSE

Puts Down Roots on Campus

Full Sail is excited to announce the addition of a social gathering spot on campus called the Treehouse. Located in Building 4, the area has an intimate café-style ambience, featuring a stage, seating for 60 people, and a modern art installation designed to resemble the trunk and canopy of a huge tree.

Because of its proximity to classrooms, the space will cater mostly to musical performances, open mics, club gatherings, and guest lectures, while keeping the focus on fostering community.

The Treehouse recently hosted **Doug Wimbish**, the renowned bassist best known for his work with the **Grammy Award winning rock band Living Colour**. Before giving a solo performance, Doug had an opportunity to meet with students and discuss his experiences in the industry.



Film Instructor JAMES NEIHOUSE

Joins the Academy

Full Sail Film instructor **James Neihouse** was invited to join the **Academy of Motion Picture Arts and Sciences**, an exclusive group of actors, directors, musicians, and other crew responsible for voting for the OSCAR winners every year. James's professional credits include IMAX productions like **Rolling Stones at the MAX** and **Hubble 3D**, for which he won a Best Cinematography Award from the Giant Screen Cinema Association in 2010. "It's wonderful to see James recognized for his extensive talent," says Film Program Director Anne Russell.



FLUID FRIDAY Design Workshops

Digital Arts & Design faculty members are spreading their wealth of knowledge to the entire school with the launch of Fluid, a series of Friday afternoon and evening GPS Workshops open to students across all degree programs (and live-streamed for online students). The design-inspired lectures cover everything from freelancing to flash animation and portfolios to printing at home.

"With the workshops, students can learn more about the subjects they're passionate about and be exposed to trends that are coming around the corner," says Digital Publishing Department Chair Triesta Hall.

Full Sail Launches REBL HQ

in Collaboration with Maker Studios

Full Sail University along with Maker Studios, the largest content network on YouTube with talent such as PewDiePie, recently announced a unique collaboration, producing premium programming at the new digital entertainment studio **REBL HQ** located on Full Sail's campus.

Located in a facility that houses industry standard video soundstages, REBL HQ creates content across genres such as comedy, gaming, beauty, travel, and more. Students are presented with real-world opportunities to participate on professional productions, as well as study development, production, and distribution for online short-form video.



AWARDS

THE ACADEMY AWARDS

GRADUATE PROJECTS RECEIVE HONORS AT THE 87TH ACADEMY AWARDS CEREMONY

The Academy Awards is one of the most prominent award ceremonies in the world, and recognizes excellence of professionals within the film industry – including directors, actors, and writers. Full Sail University is proud to announce that **27 graduates were credited on nine OSCAR-winning motion pictures in 17 categories.**

27 GRADUATES WERE CREDITED ON NINE OSCAR-WINNING MOTION PICTURES IN 17 CATEGORIES.

BIRDMAN OR
(THE UNEXPECTED VIRTUE OF IGNORANCE)

SELMA

THE GRAND BUDAPEST HOTEL

AMERICAN SNIPER

BIG HERO 6

FEAST

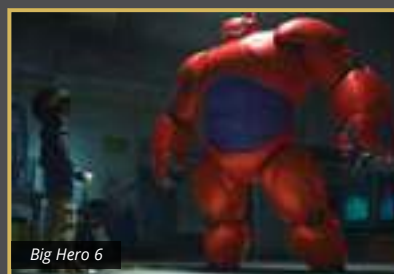
WHIPLASH

STILL ALICE

INTERSTELLAR



Birdman or (The Unexpected Virtue of Ignorance)



Big Hero 6

THE GAME AWARDS



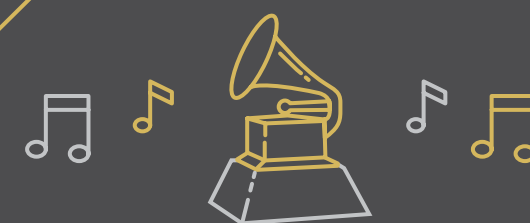
The 2014 Game Awards paid tribute to the year's outstanding achievements in the industry for games, designers, music, animation, and more. Full Sail University graduates put their marks on the evening as they worked on several winning projects, including **Best Online Experience** winner *Destiny*, which featured work from nine graduates. **In total, 35 Full Sail grads were credited on 16 nominated projects, and four of those 16 projects went on to win awards, including:**

**BEST ONLINE EXPERIENCE
+
BEST SCORE/SOUNDTRACK**
Destiny

**BEST ACTION/
ADVENTURE GAME**
Middle-earth: Shadow of Mordor

**BEST MOBILE/
HANDHELD GAME**
Hearthstone: Heroes of Warcraft

BEST SHOOTER
Far Cry 4



57TH GRAMMY AWARDS

20 GRADS WORKED ON 16 GRAMMY-WINNING PROJECTS

Full Sail alumni were front and center at the 2014 GRAMMY Awards ceremony, and a grand total of 52 graduates were credited on nominated projects. **In total, 20 Full Sail graduates were credited on 16 GRAMMY®-winning projects across 15 categories**, including Record of the Year, Best Rock Album, and Best R&B Album.

“HAPPY” (LIVE) – PHARRELL WILLIAMS
Best Pop Solo Performance

“LET IT GO” – FROZEN
Best Song Written For Visual Media

“DRUNK IN LOVE” – BEYONCÉ
Best R&B Performance

CONNECT WITH US



Full Sail is available through all the major channels. Find us online and connect with current and future students, share your artwork or tunes, ask questions, or just chat. All you have to do is scan the QR code for a shortcut to all of our social hubs.