



# Instructor Course Feedback for GAMES 3010-001 Asset Pipeline Fall 2024 (Kolton Eichers)

Project Title: **Student Course Feedback**

Courses Audience: **38**  
Responses Received: **11**  
Response Ratio: **28.9%**

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## Report Comments

This is a standardized Student Course Feedback report approved by the Senate Advisory Committee on Student Course Feedback (SACSCF).

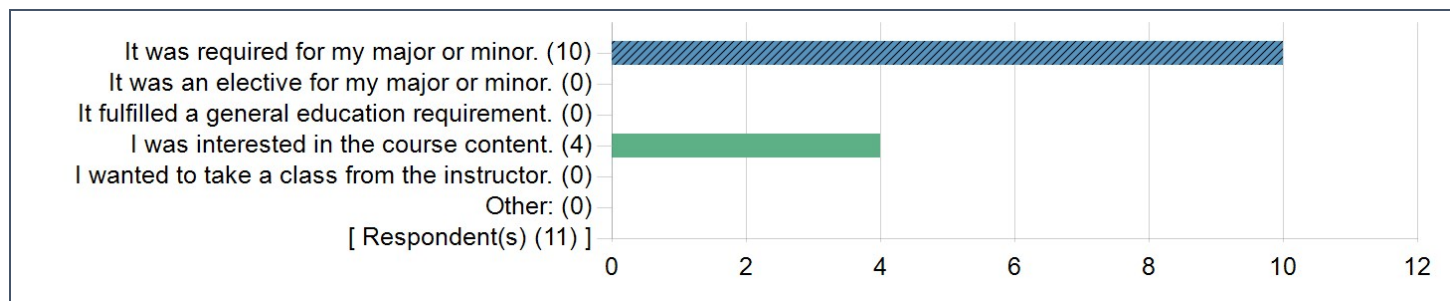
Visit [ctle.utah.edu/scf/reports/instructor](https://ctle.utah.edu/scf/reports/instructor) for help with this report.

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Creation Date: **Friday, January 3, 2025**

## Student Demographics

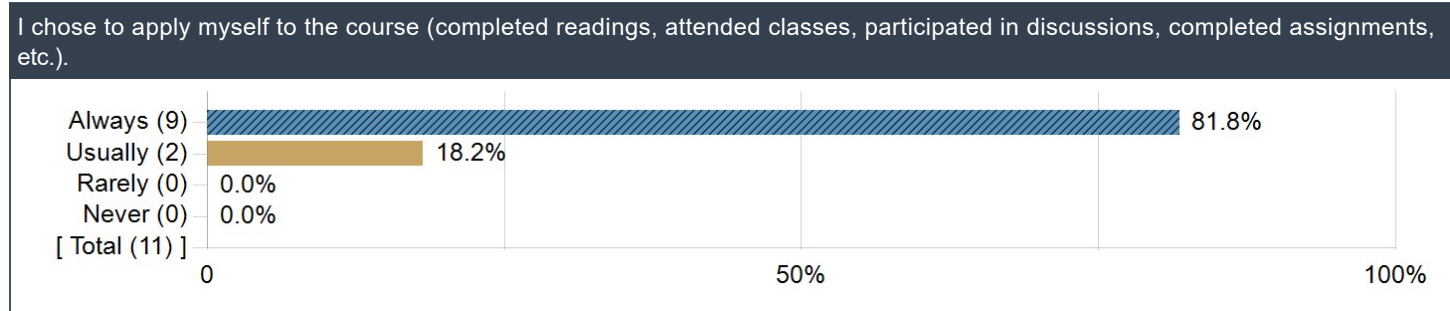
### Why did you enroll in this course?



### Please explain:

Comments
its a req as a games student
Film (animation emphasis) major who wants to expand their knowledge of the pre-animation pipeline

### I chose to apply myself to the course (completed readings, attended classes, participated in discussions, completed assignments, etc.).

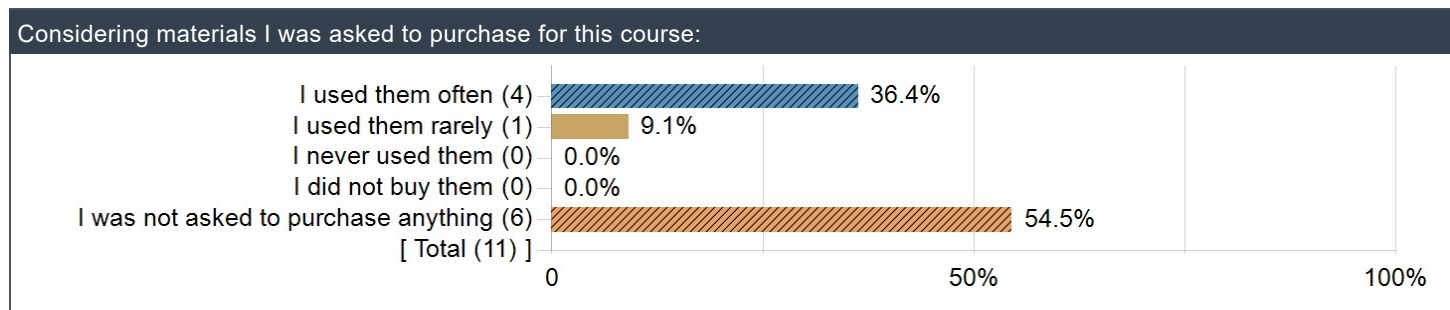


### Please explain:

Comments
I attended lectures to the best of my ability. If I missed a class, I would spend time in the computer lab in the games building and watch the recorded lecture to catch up. I spent a lot of time outside of class shaping my project into something I was proud of.
I was recommended this class by my advisor and I was also looking forward to exploring more about 3D modeling.

## Course Materials

### Considering materials I was asked to purchase for this course:

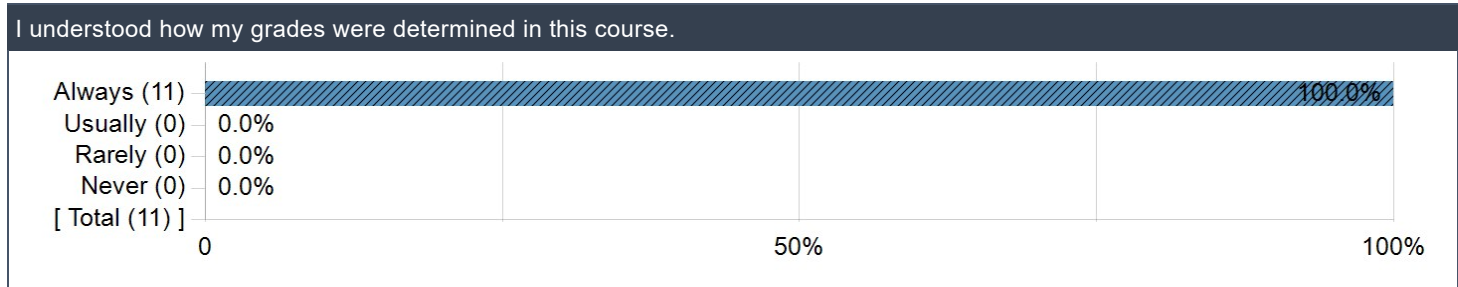


**Please explain:**

**Comments**  
 I was not asked to purchase anything— the only thing I might have needed to buy was a ZBrush license, which I found unnecessary since all the work I did in ZBrush was completed in the computer lab during the building's open hours.  
 I was recommended a tablet for the class and I bought one.

**Grades**

**I understood how my grades were determined in this course.**

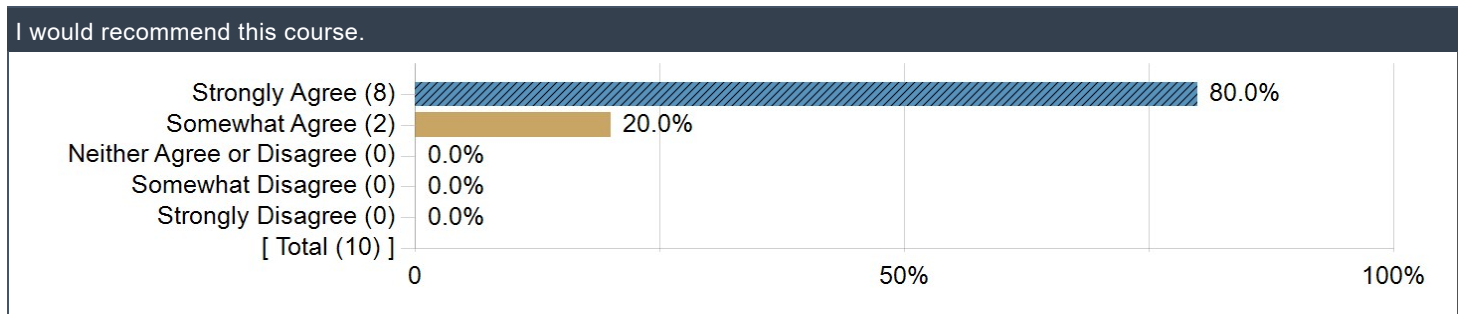


**Please explain:**

**Comments**  
 It was clear that assignments were graded on general timelines, adherence to the guidelines, and overall effort.

**Recommend Course & Instructor**

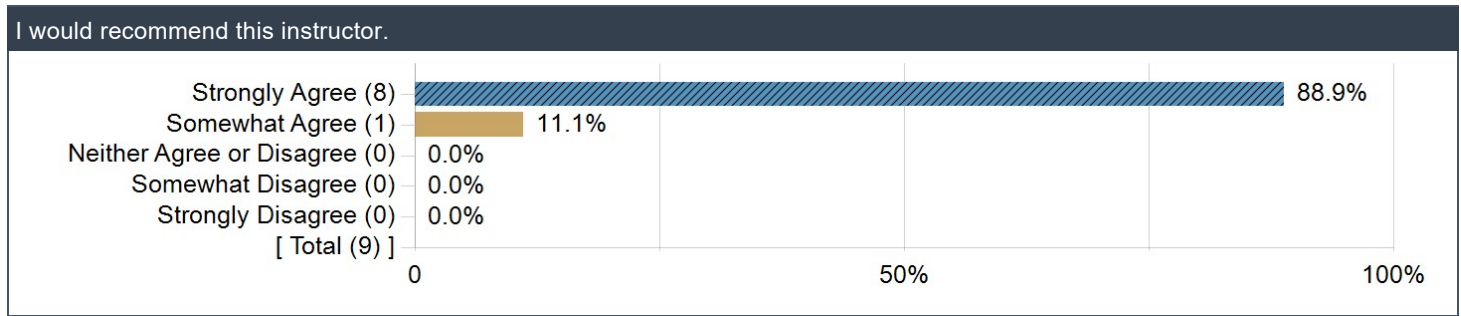
**I would recommend this course.**



**Please explain:**

**Comments**  
 As an artist, this class was a great overview of all parts of the asset pipeline from blocking out to modeling to rigging and animation. It helped me gain immense understanding of the interfaces of digital softwares that digital content creation did not give me. I feel that I really understand Maya now.

**I would recommend this instructor.**



**Please explain:**

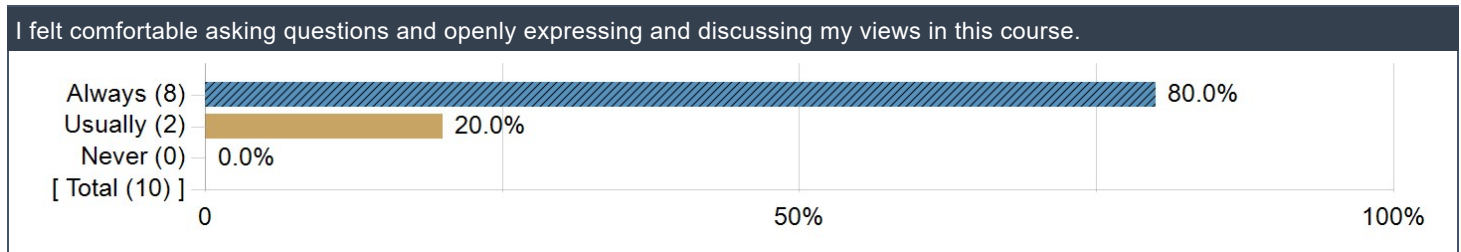
**Comments**

Very fun and flexible, highly recommend.

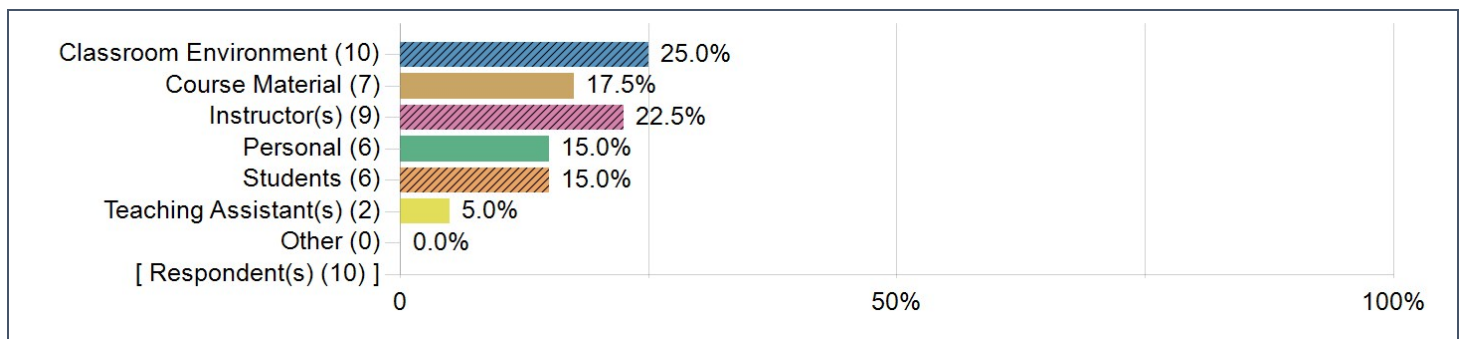
Kolton had obvious, in-depth knowledge of the programs we used. I really appreciated that he took the time to explain what certain functions did and why certain steps were important in the process, rather than just giving us step-by-step "just click here" instructions and no further explanation. He was receptive to our feedback if we needed more time on an assignment, and made sure that we were always getting help with out-of-class assignments via the class discord.

**Asking Questions and Discussing Views**

**I felt comfortable asking questions and openly expressing and discussing my views in this course.**



**Which of these contributed to your answer?**



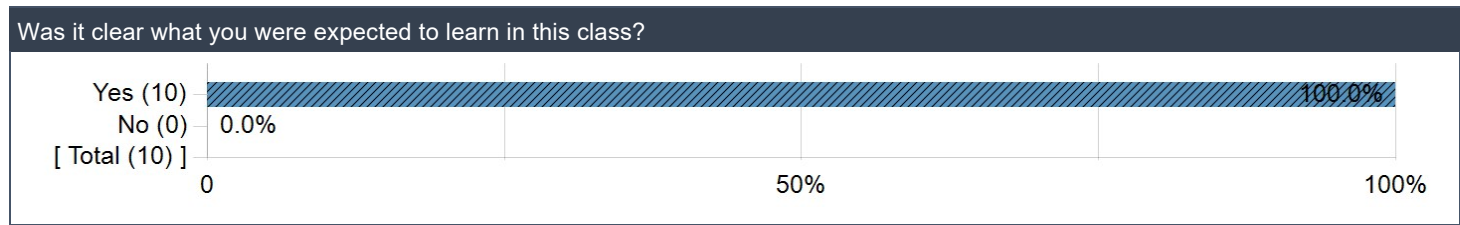
**Please explain:**

**Comments**

Kolton is very amicable and approachable and everyone in the class is friendly, passionate, and open-minded. I did not feel uncomfortable talking to anyone or asking questions.

## Learning Objectives

Was it clear what you were expected to learn in this class?



Please explain:

**Comments**  
 The syllabus clearly outlined the curriculum path and many example projects were shown at the begging of the semester to demonstrate what we would be working towards.

## Additional Comments

What does this instructor do to help you learn?

**Comments**  
 Answered all questions and took the course at a very good pace  
 Gave lectures and demos  
 Goes over material until everyone was ready to move on  
 how to use maya and unreal engine effectively  
 Professor Eichers puts a lot of work into helping us students by always reaching out to us and recording videos for those who missed class.

What could this instructor do to improve or increase learning opportunities in this class?

**Comments**  
 Nothing, the Professor was stellar  
 none  
 Give out of class opportunities to learn  
 not much this class might be one of the best I have ever taken  
 This is not a fault of Kolton, because I loved this class and found it super informative and helpful. However, I talked to friends in other sections of the class and it seemed like they were not getting as much out of the class as I was. I think the class needs to be somewhat standardized, because other people did not get the same instruction in asset production and certain specific skills like rigging. I ended up sharing a few links to Kolton's lectures to people in other sections so that they could self-study what was not taught in their classes.  
 Not much really. I enjoyed everything

Is there anything else you would like this instructor to know?

**Comments**  
 I really enjoyed taking your course, ive never taken a course with such a heavy workload that I never felt lost in. I really appreciate that.  
 He did a great job  
 He was awesome and a great teacher and helped me understand a lot  
 recording the lectures would be awesome  
 N/A

