Sarah George is an associate professor of practice for the Department of Computer Graphics Technology at Purdue Polytechnic in Richmond, Ind. She has more than 15 years of industry experience in architectural design and computer graphics technology, which she uses in every part of her job. Along with teaching four classes each semester, George helps oversee curriculum and creates community engagement projects to implement in her lessons as an important element of her classes.

The community engagement aspect of her teaching is important to George; she has seen how these projects can affect the future of students. Her efforts to bring projects to her classroom pay off in how well her students learn to market themselves, gain connections and be part of a dynamic workforce – all before graduation.

George’s passion for building a truly dynamic workforce shows in her research into mindfulness as an effective teaching tool.

“I believe that using mindfulness as a philosophy in teaching is how professors can most effectively help students today, specifically iGen and Generation Z,” said George.

George researches how these generations deal with stress differently, and how mindfulness incorporated into teaching can help bring students’ visions and problem-solving abilities to life.

Her research in stress and stress management, called The Well Space Project, has led her to consulting with industries and schools across the Midwest and south-central states. George helps clients and teachers understand how the mind and body interact with technology. The Well Space Project teaches the importance of space design in both interior and exterior environments. The Well Space Project covers topics such as seating, organization and biophilia, as well as color, texture, lighting and available resources.

Department of Computer Graphics Technology NEWS

WORDS FROM DR. HARTMAN

Hello everyone,

I want to thank you all for the positive comments and emails I have received regarding the CGT newsletter. We have been able to connect with recent graduates, as well as those who have been out of school for a while, and your messages have been fantastic. Keep ‘em coming! This month’s issue continues our look at current CGT students and faculty work, as well as beginning a look at some of the new facilities and research labs we have in the department. We also have another story about one of our alumni. I have had a few people ask me about how they can reconnect with our department, and I have suggested a few ways – student mentoring, working with senior capstone projects, hiring our students as interns, or advising us on curriculum – to name a few. We have even started something new called Afternoons with Alumni, where we have alumni present to our students, either online or in person, with some Q&A to follow. If any of those things sound interesting to you, please drop me a line and let me know.

My very best always,

Nate

Department of Computer Graphics Technology

Knoy Hall of Technology, Room 363
401 North Grant Street
West Lafayette, Indiana 47907

EA/EOU
George explained that The Well Space Project “advocates for the idea of having physical spaces like these available for students to take tech breaks, mind breaks, decompress, refresh and get centered.” Her goal is to create a widely accepted space design philosophy with healing in mind, which can help students and other users excel. George is excited for this project to gain momentum among educators, especially because it is so applicable to the technology fields in which she works. George is currently reading Brene Brown’s “Dare to Lead.” Aside from her teaching and research, George co-teaches a multi-country study abroad program in physical and virtual architecture.

DANIEL TRIPLETT, PROFESSOR

Daniel Triplett is an assistant professor of practice at Purdue University in the Department of Computer Graphics Technology. He holds a master’s degree in fine arts from Savannah College of Art and Design, and a bachelor’s degree in fine arts from the Illinois Institute of Art. He has more than 15 years of industry experience, which include his previous work as a game developer with companies such as Pixar, Marvel Studios and Nickelodeon. He continues to work as a freelance illustrator and photographer alongside his teaching. Triplett teaches courses pertaining to geometric modeling, compositing, 2D design, 3D sculpting, and material and lighting art.

“My job is to pursue being an industry professional, while mentoring others to become industry professionals,” explained Triplett. “I want to be able to relay complex information in a way that is powerful to students.”

Triplett was a key person in the start-up of one of the department’s newest labs. The Animation and Gaming Lab started as a digital/analog lab in which students could see practical models in real life, while mentoring others to become industry professionals, “I focused on character design and color theory by giving exaggerated eyebrows and tear drop markings. I also decided to add to the gloomy and lonesome theme, but to also bring an air of mystery that there is still more in store for our character.”

In the future, Triplett would like to become a technical director for animated features.

STUDENT ARTWORK FEATURES

Taylor Christopherson is a sophomore from McKinney, Texas, studying animation and VFX. She created this digital piece in Adobe Photoshop, with the primary goal of portraying a specific mood.

“I focused on character design and color theory by giving exaggerated eyebrows and tear drop markings. I also decided to add to the gloomy and lonesome theme, but to also bring an air of mystery that there is still more in store for our character.”

In the future, Christopherson would like to become a technical director for animated features.