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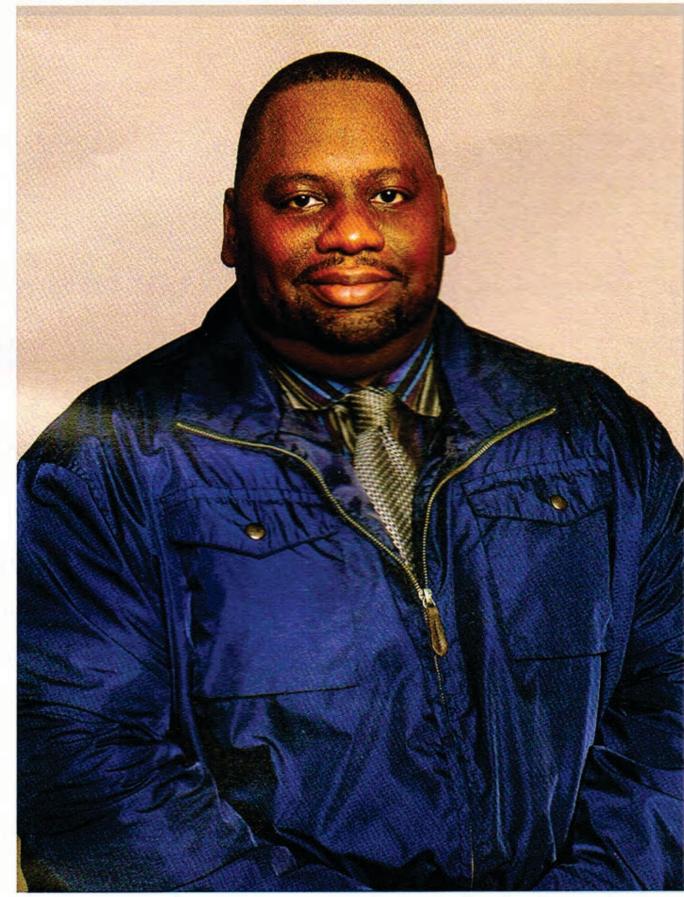
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AMOS WINBUSH III IS NOT A SECRET ANYMORE AND HE IS SHARING THE WEALTH

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JAMES QUAKE
MMG ACADEMY

When James Quake taught animation and game design at colleges in Illinois, he noticed that many of the students of color were behind from the start. "For a lot of them, this was their first time seeing 3D Studio Max," he says. "They're walking in for the first time, but their counterparts go to summer boot camps or learned the basics in grammar school." Their peers had three years of experience before enrolling in the college course. "The only ones who didn't have that experience were the inner city kids," he states.

Quake founded MMG Academy, which stands for Music, Movies, Games, in Chicago last year. The school teaches video game design, music production, filmmaking, and animation.

certificates," he says.

Although many animation jobs are shipped overseas, Quake believes that the U.S., particularly the urban areas are fertile ground for a new amalgamation of animators. "They say animation jobs are fewer and fewer, but there are so many independent developers out today," Quake says. "We're trying to keep as much here as possible so that our people have jobs."

Quake graduated from the University of Illinois in Urbana with a degree in digital media in the mid-90s, shortly before the evolution in digital media began. "I originally went to school for electrical engineering and computer science. But I realized I needed a change." His foray into animation began when he was a web designer. To give himself

He began teaching the courses informally several years ago, and formalized the school, moving into the South Side technology incubator Blue 1647 created by Emile Cambry, Jr. in 2012.

"[This area] is a desert for those who need bone and rigging or the ability to animate," Quake says. He hopes that the courses he offers will help creators see their visions manifest. During the week he offers free introductory courses. Some 75 people a month enroll in the free courses. Most courses are for those 18 years of age and older. "We're working with software vendors so we can offer

an edge, he added 3D animation elements to his websites. The feature caught the attention of countless clients and he was soon in demand.

"I would teach myself new programs," he says. Eventually, he went to grad school and studied digital film and animation. He created animation, game technology, and video for a bevy of clients around the world. "I worked with bands, small labels," he says. In addition to running the school, Quake is shooting a film with animation sequences. He's also an accomplished DJ, known for spinning house music in the U.S. and Europe. "My hope is that people will get into the software and get that spark – that creative spark so that they can stick with it," he says.

Quake has a message for those who want to get into animation and video game design. "I suggest they get the trade magazines and look at what their competition is doing," he says. "Once you see what the competition is doing, you'll see how high the bar is set." nv

For more info visit: starterleague.com, BlackGirlsCode.com and mmgacademy.org

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