

Westchester Community College
Center for the Digital Arts

www.sunywcc.edu/peekskill

JULY 5 – 18
JULY 19 – AUGUST 1
sunywcc.edu/peekskillyouth

SUMMER
2016

ART | SCI

Art + Science
Youth Institute

Ages 7-17

2016 ART | SCI YOUTH INSTITUTE FOR CHILDREN AGES 7-11

The ART | SCI Institute is a STEAM program — see stemtosteam.org — focused on engaging youth in arts technology integration that will better prepare them for advanced study and work in the 21st century. STEAM (Science, Technology, Engineering, Art, and Mathematics) focuses on the hybridization of art and science and develops critical creative thinking. These courses are designed to encourage self-expression, collaboration, and innovation. Students are the makers and will combine manual and digital skills to realize a take-away portfolio project.

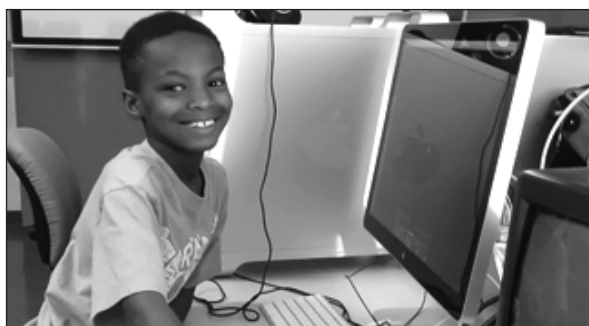
Traditional Studio Practices for Children

Eco-minded young artists will work with recyclable materials to construct sculptures and mixed-media collages that give them a second life. Students will investigate materials in terms of what they consist of, how they are shaped, and how they may be reshaped for new purposes. Students will work collaboratively and acquire strong drawing, observational, and building skills in working with materials.

CE-ART 2157PE

July 5-18, 9:30-11:30 am, \$161 (+ \$50 studio fee). #5664

July 19-Aug. 1, 12:00-2:00 pm, \$161 (+ \$50 studio fee). #5665



Coding for Kids

Give your child the edge and have them engage in coding sequences of instructions that empower them to control robots and gaming interfaces. Students need to be able to write commands in the right sequence in order to communicate their instructions to others. Computer coding is what makes this possible and is a key 21st century competency for children today. Students will code stories, animations, and games and share them with others.

CE-COMP 2127PE

July 5-18, 12:00-2:00 pm, \$161 (+ \$50 lab fee). #5666

July 19-Aug. 1, 9:30-11:30 am, \$161 (+ \$50 lab fee). #5667

Stop-Animation Dioramas of Artificial Life

Students will imagine and research artificial life and futuristic vistas from Google Earth and NASA websites to construct dioramas with traditional materials that will be moved frame-by-frame in order to create a stop-action animation. Our animation studio is equipped with state-of-the-art animation tools and documentation cameras to create rich otherworldly vistas that will produce animated shorts and digital photographic prints.

CE-DGART 2063PE

July 5-18, 9:30-11:30 am, \$161 (+ \$50 lab fee). #5668

July 19-Aug. 1, 12:00-2:00 pm, \$161 (+ \$50 lab fee). #5669

Digital Painting and Drawing

Learn how to utilize a stylus and tablet to create intricate texture maps for 3D objects, self-portraits, and compositing digital photography to create new cosmic vistas. Students will engage in a deep understanding of the technical challenges of drawing and painting utilizing Adobe Photoshop with the help of a master digital painter.

CE-DGART 2064PE

July 5-18, 9:30-11:30 am, \$161 (+ \$50 lab fee). #5656

July 19-Aug. 1, 12:00-2:00 pm, \$161 (+ \$50 lab fee). #5657

NEW! Interactive 2D Animation in Architectural Design

Students will develop and design abodes for future human beings in 2050. Architects of the future will examine challenges in eco-systems now and extrapolate those issues into future designs, while learning Flash scripting and design tools. Students will output a 2D animated walk-through movie of their design to show how it will be inhabited and how those inhabitants will behave.

CE-DGART 2066PE (REVISED 3/31/16)

July 5-18, 9:30-11:30 am, \$161 (+ \$50 lab fee). #5662

July 19-Aug. 1, 12:00-2:00 pm, \$161 (+ \$50 lab fee). #5663



Registration Information

CLASSES DO NOT MEET ON FRIDAYS

- Students may register for one or more classes for their age group.
- 2-hour classes are \$161 (+ \$50 lab/studio fee)
4-hour classes are \$218 (+ \$50 lab fee)
- 2-hour classes meet from 9:30-11:30 am, 12:00 noon-2:00 pm, and 2:30-4:30 pm.
- Students must bring their own non-perishable lunches. Lunch will not be provided. Students cannot leave the facility during the youth program schedule without a parent or guardian.
- All non-credit classes at extension sites, including youth programs, will be charged a one-time Faculty Student Association fee of \$3.25 and a non-refundable registration fee of \$5.00.

For more information or to register by phone using Visa, MasterCard, or Discover, please call 914-606-7300. Email peekskill@sunywcc.edu

2016 ART|SCI YOUTH INSTITUTE FOR TEENS AGES 12-17

Affordable Digital and Studio Arts Classes For Teens and Children
State of the Art Equipment • Nurturing Instruction • Opportunity for Fun & Creativity

NEW! MAKE: Animatronix with 3D Printing and Arduino

Enable your student to make robots that move, make sounds, display lights, etc. that are Arduino-powered and 3D-printed. Using the latest technology students will create their own mechanized robot of their own design that they will program using Arduino. Students will learn the latest in electronics and 3D printing technology.

CE-DGART 2074PE (REVISED 3/31/16)

July 5-18, 9:30-11:30 am, \$200 (+ \$50 lab fee). #5801

July 5-18, 2:30-4:30 pm, \$200 (+ \$50 lab fee). #5802

July 19-Aug. 1, 12:00-2:00 pm, \$200 (+ \$50 lab fee). #5803

July 19-Aug. 1, 2:30-4:30 pm, \$200 (+ \$50 lab fee). #5804

NEW! Bioart for Teens

In this painting and drawing studio class, artists will spend critical observational time with natural objects and multicellular matter to investigate form on the macro and micro scale. Students will create botanical illustrations keeping in mind the work of John James Audubon, Hudson River School painters, and anatomical painters, such as Alex Grey. Students will draw and paint while viewing slides through a microscope.

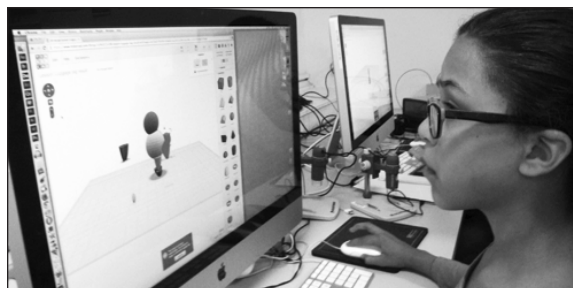
CE-ART 2156PE

July 5-18, 12:00-2:00 pm, \$161 (+ \$50 lab fee). #5644

July 5-18, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5645

July 19-Aug. 1, 9:30-11:30 am, \$161 (+ \$50 lab fee). #5646

July 19-Aug. 1, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5647



Game Design *

You play e-sports but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires the technical ability of a computer programmer and the creativity of an artist. Dive into interactivity with a multimedia designer. Start programming and designing your own games. Students will work with a game designer to develop characters and interactive user experience.

CE-DGART 2016PE

July 5-18, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #5648

July 5-18, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #5649

July 19-Aug. 1, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #5650

July 19-Aug. 1, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #5651

3D Animation *

This course introduces students to the fundamentals of 3D character design and animation. Each student will learn the mechanics of Maya, an industry-grade 3D software environment, and produce a moving character of their own investigation. In addition, this studio offers 3D scanning and printing technologies. Students will be able to take home a QuickTime movie of their animation and a 3D print of their form.

CE-DGART 2033PE (REVISED 3/31/16)

July 5-18, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #6725

July 19-Aug. 1, 9:30 am-2:00 pm, \$218 (+ \$50 lab fee). #6726

* Game Design and 3D Animation meet for 4 hours

Digital Painting and Drawing

Learn how to utilize a stylus and tablet to create intricate texture maps for 3D objects, self-portraits, and compositing digital photography to create new cosmic vistas. Students will engage in a deep understanding of the technical challenges of drawing and painting utilizing Adobe Photoshop with the help of a master digital painter.

CE-DGART 2064PE

July 5-18, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5654

July 19-Aug. 1, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5655

Filmmaking

Young filmmakers will create short composites of sampled images, stop-animations, sound, voice overs, and chroma-key footage that reflect today and envision tomorrow. Students composite layers of images, text, and sound in ways that make meaning to them. This will provide your student with an opportunity to be a digital visual DJ and express themselves through multimedia. Students will utilize tools such as: Final Cut Pro, GarageBand, and green screen production.

CE-DGART 2065PE

July 5-18, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5658

July 19-Aug. 1, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5659

NEW! Interactive 2D Animation in Architectural Design

Students will develop and design abodes for future human beings in 2050. Architects of the future will examine challenges in eco-systems now and extrapolate those issues into future designs, while learning Flash scripting and design tools. Students will output a 2D animated walk-through movie of their design to show how it will be inhabited and how those inhabitants will behave.

CE-DGART 2066PE

July 5-18, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5660

July 19-Aug. 1, 2:30-4:30 pm, \$161 (+ \$50 lab fee). #5661



State University of New York

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CLASSES DO NOT MEET ON FRIDAYS

2-hour classes are \$161 (+ \$50 lab/studio fee)

4-hour classes are \$218 (+ \$50 lab fee)

Game Design & 3D Animation meet from 9:30 am-2:00 pm with a half hour supervised break at 11:30 am (total 4 class hours).

Westchester Community College
Center for the Digital Arts, Peekskill Extension
27 N. Division Street, Peekskill, NY 10566

email: peekskill@sunywcc.edu

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For more information or to register by phone using Visa, MasterCard, or Discover, please call 914-606-7300.