



Westchester Community College

# Peekskill Extension Center

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

**27 North Division Street  
Peekskill, New York 10566**

## SUMMER 2017

### PEEKSKILL CLASSES

SESSION I: MAY 22 – JUNE 22

SESSION II: JUNE 26 – JULY 27

#### Registration Nights 5:30 – 7:30 pm

ACADEMIC AND FINANCIAL AID SERVICES

Registration Night Schedule:

[www.sunywcc.edu/extensionopenhouses](http://www.sunywcc.edu/extensionopenhouses)

#### Placement Testing 5:30 pm

Placement Testing Schedule:

[www.sunywcc.edu/student-services/testingcenter](http://www.sunywcc.edu/student-services/testingcenter)

#### Office Hours

Monday – Thursday, 9:00 am – 4:30 pm

Please call 914-606-7300 for additional information.

*To become a part of our subscription list, please email your mailing address and email address to [Peekskill@sunywcc.edu](mailto:Peekskill@sunywcc.edu) or call 914-606-7300.*

**Tours and Art  
Advising On-site**

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

# Westchester Community College Peekskill Extension Center

[www.sunywcc.edu/peekskill](http://www.sunywcc.edu/peekskill)

## Summer Classes at Peekskill



Westchester  
Community College

State University of New York

Summer 2017

See pages 6 & 7  
for Youth Programs!

## About the Westchester Community College Center for the Digital Arts at the Peekskill Extension

The Center for the Digital Arts, Peekskill Extension, is one of the Hudson Valley's premier digital arts resources located in the downtown artist district of Peekskill. The Center, an extension location of Westchester Community College, has five post-production studios at 27 North Division Street and is dedicated to fostering digital arts education. Whether you are interested in developing a web portfolio, recording digital video on your iPad or just getting into gaming, the Center for the Digital Arts is an access point to creating art in the digital age.

In 1994, the Center for the Digital Arts opened at its current location. This Center offers a wide variety of 3-credit courses in general education enabling you to start your college experience close to home. It also specializes

in 3D printing, digital imaging, graphic layout design, web design, 2D and 3D animation, digital filmmaking, and motion graphics. The Center also offers non-credit adult User Experience/User Interactive (UX/UI), Quick Start courses in software training, and a youth program in the digital and studio arts. In addition to arts courses, English as a Second Language (ESL), academic support and advisement, and other student services are available. Currently, this facility serves 1000 students per term.

This Center is part of the lifeblood of the arts community in Peekskill and an integral component of the fabric of the northern Westchester and Putnam communities who not only study but participate in lectures, workshops, and exhibition events.

During Summer 2017, the Center will be offering another **Youth Arts Technology Program**. The program has been transformed into a STEAM (Science, Technology, Engineering, Art, Mathematics; stemtosteam.org) art technology curriculum and focuses on engaging youth to problem-solve in future worlds, micro and macroscopic perception, while foreseeing a sustainable future. Sessions run from Monday, July 10 through Thursday, August 3, 2017 in two-week intervals.

This program is where art and science hybridize and are supported by technology to provide students with 21st century literacies and skills. Some students will hone their observational skills while painting and drawing with models and lenses in Medical Illustration; some will learn how to code and control robots; while others will learn to create games. These courses are designed to spark the imagination and cultivate critical thinking skills that will serve students well as they move forward in this millennium. They have the opportunity to work collaboratively, express themselves as makers, and combine manual and digital skills to actualize a take-away portfolio project.



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## IN THE GALLERY

PEEKSKILL ARTS ALLIANCE  
presents:

### Off the Beaten Track

Works in all media by PAA members with studios outside the Peekskill downtown arts district

#### Exhibition Dates

June 1 – July 28, 2017

#### Reception

Thursday, June 1, 5:30 – 7:30 pm

The Westchester Gallery is pleased to host the exhibition, "Off the Beaten Track." This group show will exhibit exciting works in all media by professional artists with studios located outside the Peekskill downtown artists district.

This show will run in conjunction with the 20th Annual Peekskill Open Studios Event, Saturday and Sunday, June 3 and 4, 2017, from 12:00 noon to 5:00 pm.

For more information visit

[peekskillartsalliance.org/openstudios2017](http://peekskillartsalliance.org/openstudios2017)



Joann Zwolski  
*Sunflower Abstraction #2*  
Acrylic on canvas, 20" x 20"

### GALLERY SUMMER HOURS

Monday through Thursday  
10:00 am – 4:00 pm  
Friday 10:00 – 11:30 am



[westchestergallery.wordpress.com](http://westchestergallery.wordpress.com)

### CONTACTS: Westchester Community College

**Valhalla:** 75 Grasslands Road, Valhalla, NY 10595 914-606-6600  
Asst. Dean, Workforce Dvlp/Comm. Ed: Caryn.Helfer@sunywcc.edu 914-606-6139  
Interim Dean, Arts/Human/Soc. Sci: Pamela.Pollard@sunywcc.edu 914-606-6851  
Fine Arts: Matt.Ferranto@sunywcc.edu 914-606-6621  
Performing Arts: Rosemarie.Serrano@sunywcc.edu 914-606-7707  
Music: Carlos.Delgado@sunywcc.edu 914-606-6824  
Film: Craig.Padawer@sunywcc.edu 914-606-6826  
Visual Arts: Nicole.Tschampel@sunywcc.edu 914-606-8908

**Peekskill:** 27 North Division Street, Peekskill, NY 10566 914-606-7300  
Director: Sherry.Mayo@sunywcc.edu 914-606-7385  
Technical Support Manager: Lise.Prown@sunywcc.edu 914-606-7304  
Assoc. Prof. of Digital Arts: Deborah.Krikun@sunywcc.edu 914-606-7359

## Registration Information

### Registration Nights 5:30-7:30 pm

The Peekskill Extension Center  
27 North Division Street, Peekskill, NY 10566

#### Registration Night schedule:

www.sunywcc.edu/extensionopenhouses

Academic counseling in Digital Arts/General Education and Financial Aid advising will be available at Registration Nights in Peekskill.

For additional information on financial aid and workshops, contact the Financial Aid office at 914-606-6773, email [finaid@sunywcc.edu](mailto:finaid@sunywcc.edu), or visit [www.sunywcc.edu/finaid](http://www.sunywcc.edu/finaid)

### Registration Information

- Students with a MyWCC account can register via the MyWCC Portal at [MyWCC.sunywcc.edu](http://MyWCC.sunywcc.edu) or in person. Full payment in person is due Friday, April 28, and online by 9:00 pm on Sunday, April 30, 2017. Thereafter please check [sunywcc.edu/bursar](http://sunywcc.edu/bursar) for schedule.

- Your USERID can be obtained in person with a photo ID. The Center will be available to assist with Self Service

Registration for all college classes and locations.

- NYS non-Westchester county residents must submit a Certificate of Residence from their county annually in order to receive the lowest tuition rate. The application form is available at [www.sunywcc.edu/admissions](http://www.sunywcc.edu/admissions) or at the Center.

### Registration Hours

Monday – Thursday, 9:00 am – 4:30 pm

Please call 914-606-7300 for additional registration hours.

#### STUDENT FEES – Credit Classes

Tuition \$179 per credit

Registration Fee – Full Time Student \$30/semester

Registration Fee – Part Time Student \$15/semester

**Student Services Fee:** This fee is \$8.00 for non-credit courses held at the Valhalla campus and \$3.25 for non-credit courses including Youth Programs held at any other location.

**Non-credit Registration Fee:** This fee is \$5.00 payable once each semester and is nonrefundable.

## Student Services

### Placement Testing 5:30 pm

New students, and those taking English or Math, are required to take a placement test. An Admissions Application must be submitted before testing.

Your 9-digit student ID number and photo ID are required.

#### Placement Testing schedule:

[www.sunywcc.edu/student-services/testingcenter](http://www.sunywcc.edu/student-services/testingcenter)

For more information call 914-606-6127. Additional dates and times are available in Valhalla, as well as other centers.

### Academic Advising

Unsure of where you are heading? Wondering what to take next? See an academic counselor in Peekskill on Wednesday, 5:10-7:10 pm. Call 914-606-7300 for an appointment.

Information on Academic counseling in Digital Arts/General Education can be found at [www.sunywcc.edu/student-services/counseling](http://www.sunywcc.edu/student-services/counseling)

### Reminders

- If you were born in 1957 or later and are taking 6 credits or more, proof of immunizations (2 measles, 1 mumps, 1 rubella) must be cleared by the Health Office in Valhalla, with a signed Meningitis Fact Sheet; otherwise you will not be able to register.

- If your address or telephone number has changed, please update it via the MyWCC Self Service Portal.

### Internships

#### Are you a student who would like an internship?

Westchester Community College students are placed in local businesses as part of our internship program and may receive college credit while learning on the job.

#### Are you a business that would like an intern?

Our students receive extensive training working as interns in graphics studios and multimedia production houses throughout the metropolitan area designing graphics, DVDs, websites, and interactive designs.

#### To inquire about general internships:

Westchester Community College welcomes businesses and non-profit organizations to join our roster of companies that participate in our Digital Arts Internship Programs.

Contact Gelaine Williams, Career and Transfer Center Director, at [Gelaine.Williams@sunywcc.edu](mailto:Gelaine.Williams@sunywcc.edu)

Film internships: contact Rosalind Evans, Curriculum Chair of the Film Department, at [Rosalind.Evans@sunywcc.edu](mailto:Rosalind.Evans@sunywcc.edu)

Digital Arts internships: contact Deborah Krikun, Associate Professor of Digital Arts, at [Deborah.Krikun@sunywcc.edu](mailto:Deborah.Krikun@sunywcc.edu)

**In case of college closings due to inclement weather, please visit our web page at [www.sunywcc.edu](http://www.sunywcc.edu), the college Facebook page, or call 914-606-6900 for announcements. Please call 914-606-6421 for high school site information.**

Westchester Community College adheres to the policy that no person on the basis of race, color, creed, national origin, age, gender, sexual orientation, or handicap is excluded from, or is subject to discrimination in, any program or activity.

## Credit Classes at the Peekskill Extension

### Tips for Using Class Search

|                   |      |        |       |
|-------------------|------|--------|-------|
| Search            | Plan | Enroll | My Ac |
| my class schedule | add  | drop   | swap  |

#### Add Classes

#### Enter Search Criteria

Search for Classes

Westchester Community College

Select at least 2 search criteria. Select Search to view your search results.

▼ Class Search

Subject

Course Number

Course Career

Show Open Classes Only  
 Open Entry/Exit Classes Only

▶ Additional Search Criteria

[Return to Add Classes](#)

▼ Class Search

Subject

Course Number

Course Career

Show Open Classes Only  
 Open Entry/Exit Classes Only

▼ Additional Search Criteria

Meeting Start Time

Meeting End Time

Days of Week

Mon  Tues  Wed  Thurs  Fri  Sat  Sun

Instructor Last Name

Class Nbr

Course Keyword

Minimum Units

Maximum Units

Course Component

Session

Mode of Instruction

Campus

Location

[Return to Add Classes](#)



Enter the **Subject** of the class you want (e.g. ENG). Or click the **Select Subject** button to search for a subject alphabetically.

You can enter a **Course Number** (e.g. 101) to narrow your search to a specific course.

Be sure Course Career is set to Undergraduate if you are looking for courses for college credit or Continuing Education (for noncredit classes).

Make sure the box for "Show Open Classes Only" is checked to exclude closed or cancelled classes.

Click **Search** or use the **Additional Search Criteria** link to narrow your search results even more.

**Location** Use this field to narrow your search to classes taught at a particular extension location. (e.g. setting it to Peekskill Extension Ctr will locate just our courses).

Click **Search** button after you have set all your search criteria.

I greatly enjoy teaching at the Peekskill Extension Center. My students receive top quality education in an intimate environment at a location that is very convenient to them. In fact, many don't use public or private transportation — they just walk to class. I am tremendously impressed by the state-of-the-art smart rooms, the variety of available tutorial services and, above all, the professionalism of the exceedingly dedicated staff. Every week, I notice how efficiently current information is disseminated through hard-copy flyers and electronic-board announcements. Clearly, utmost effort is made to keep faculty and students abreast of important developments not only at the Peekskill Extension Center but also on the main campus in Valhalla. The artwork displayed in the entry foyer, the hallways and the seating area upstairs lends the entire place an air of sophistication. It is truly a pleasure to be part of the exemplary educational environment at the Peekskill Extension Center.

*Dr. Mira Sakrajda  
Professor, English Department  
Honors Program Co-Director*

**REFUNDS** All refund requests must be made in writing and can be mailed to the college or emailed to [bursar@sunywcc.edu](mailto:bursar@sunywcc.edu)  
 • For requests received at least 2 business days prior to the start of the class: 100% refund. • *There are no refunds after that time.*

All non-credit classes at extension sites, including Youth Programs, will be charged a one-time Faculty Student Association fee of \$3.25. Non-credit Registration Fee: This fee is \$5.00 payable once each semester and is nonrefundable.

## QUICK START \* Intensive Software Classes can launch you in a new direction fast!

**A QUICK START is a great way to explore and experiment.**



### Introduction to 3D Modeling and Printing

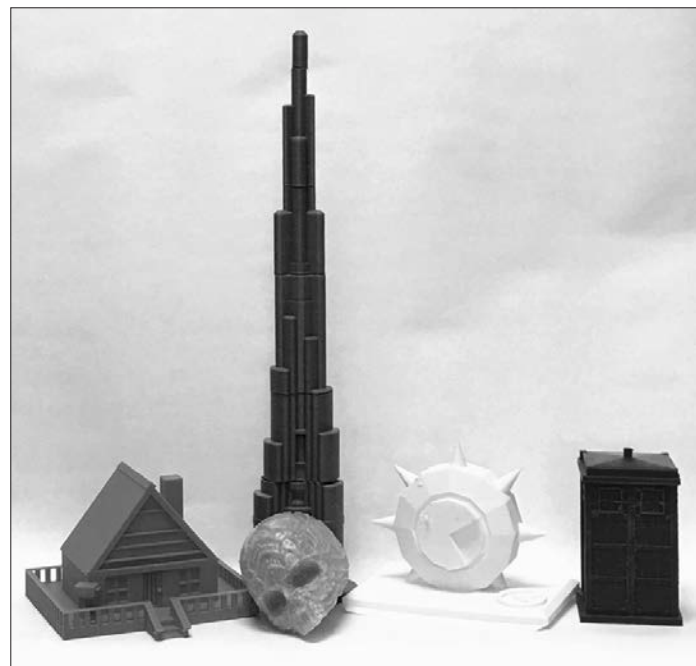
3D printing is a new technology that enables students to design everything from car parts to jewelry. Learn how to be "makers" by using 3D modeling software and 3D scanners to print actual physical objects that you've designed and modeled. Use a free software package, TinkerCAD, to create 3D forms that you can realize through 3D printing. Our MakerBot studio is equipped with multiple 3D scanners and printers and an array of colors from which you may select.

**CE-DGART 2069PE, \$235 (+ \$50 lab fee).**  
**T/Th, May 30 & June 1, 6:00-9:00 pm. #5872**  
**M/W, July 10 & 12, 6:00-9:00 pm. #5873**

### NEW! Quick Start to Lightroom in 24 Hours

This course is for the beginner photographer. Students will learn all aspects of Adobe Lightroom, from the basics of importing photography files to the more complex steps of image post-production and presentation. In addition, students will learn the organizational aspects of the program, including how to safely import and store their files on hard drives, tag and label their photographs with keywords and metadata, create image collections, and the importance of backup files. Each student will create a presentation of 15-20 photographs in an online book or website created in Lightroom.

**CE-DGART 2077PE, \$386.**  
**M/W, June 5-28, 6:00-9:00 pm. #5874**



Student 3D Artwork

### NEW! Web Programming for UX Design

This course provides the theoretical concept of web services with an overview of what is required to build a web site. This includes HTML, CSS, PHP and JQuery, as well as WAMP (apache, MySQL, PHP). Concepts of server administration, security management, and user interactivity together with the integration techniques of operation systems, web servers, and data base systems will be introduced. Students will learn about server architectures, implement a server by scripting programs for business logic, and develop user and file security policies. Since web servers integrate several technologies to serve applications, this class covers reasonable in-depth knowledge and skills to serve design purposes.

**CE-COMP 2158PE, \$425.**  
**T/Th, May 30-July 25 (skip July 4), 6:00pm-8:00pm. #5869**

### NEW! Advanced Information Architecture

Good information architecture is key to creating engaging and intuitive websites. Improving the way the information in your site or application is organized and presented is one of the most cost-effective ways of increasing user satisfaction and engagement. In this course, you will learn the tools and methods to evaluate and create a good information architecture. Learn how to plan, create, and conduct your own card sorting, a common information architecture method to create a global site framework. You will employ different online and offline usability methods to test your site with end users.

**CE-DGART 2079PE, \$300.**  
**Wed., May 31-July 5, 6:30-8:30 pm. #5870**

### UX/UI Design: Human-Centered Research Methodologies

This course will provide students with a human-centered approach; sketching for user experience, journey maps, flow diagrams, architecture diagrams, motion prototypes, and wireframes. Students will also investigate user interaction principles and aspects of visual artifacts necessary to create a satisfactory user experience. Prerequisite: prior digital imaging experience required.

**CE-DGART 2076PE, \$386.**  
**Thur., June 1-July 20, 6:00 pm-9:00 pm. #5871**

## Faculty FOCUS



This is probably one of the most exciting times to be in the field of user experience.

I am firmly convinced User Experience Design (UXD) is one of the best professions today — because it's creative, innovative, flexible, and fun. We solve problems daily and make a difference in how people interact with information and with each other," says Cathy Galecki, Digital Strategist from Yorktown Heights, New York. She works for Dell EMC Services and has been consulting on UX with some of the largest companies for the past decade. She leads digital strategy and design projects across all major industries, both in the U.S. and abroad. Her areas of expertise include digital strategy, information architecture, experience design, user research and usability testing. Cathy is a Certified Usability Analyst.

"I didn't know I would land in UX, but my background and interests in language and culture closely aligned with UX which is people-oriented." Cathy studied French in college because she was interested in culture and saw language as a way to connect with people. During college she spent a year abroad in Neuchatel, Switzerland, which was a life changing experience. "Living outside the U.S. taught me empathy and that there's a common humanity we share." Empathy and understanding users is a main part of UX and helps designers successfully craft engaging experiences. Cathy does a lot of business-related work, so understanding business is also important. She completed an MBA in International Business and Information Systems which gave her a solid foundation. "UX designers work with many different people and are often at the intersection between people, business, and technology."

Cathy started in digital as a small business technology consultant, then became a senior producer at Modem Media, an interactive agency. After Modem, she worked for a large Insurance company where she was responsible for their public websites. She joined Dell EMC as Senior Information Architect (IA). "I loved the idea of focusing on IA in different companies; each one has its own challenges to overcome." Cathy started teaching Interactive Design at the Center for the Digital Arts, Peekskill Extension in 2016. She also teaches Introductory and Advanced Information Architecture. "I am very interested in helping others who want to get into the field and learn some of the things I can pass on!" As a UX professional it's important to practice user-centered design and she's been successful by following a few basic rules: listen to people, focus on user needs, and provide solutions that have value. "I'm attentive to detail but also see the big picture, which is an important part of the design role."

## Student FOCUS



My first introduction to art began when I was young and obsessed with watching cartoons. My love of cartoons sparked my interest in animation. I tried to recreate each character with my colored pencils. My mom noticed my

interest and found programs for me to attend. I went to several and took many weekend classes. As my skills improved, so did my desire to learn other forms of art.

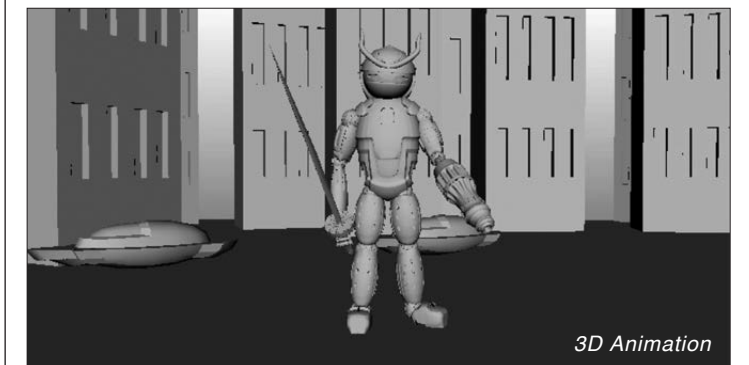
Eventually my mom came across courses for kids like me at the Center for the Digital Arts, Peekskill Extension. I enrolled in Game Design, Drawing, Graphic Design, and 3D Animation. All of the classes were so much fun in their own ways. Game Design, the first class I went for, started my love for the Summer Youth Program. I went as long as I could, since the teens classes are for ages 12 to 17.

In Game Design, you make games, but this class can open a new door for those who may want to move from 2D to 3D animation. I recommend it. I fell in love with 3D Animation because it allowed me to create 3D clips about whatever I wanted. I was able to create a short movie with the tools that the instructors taught me over the years.

And, the instructors were all nice and considerate people. Over four years I grew to feel I was in a second home since they made me feel so welcome. Sure, for the first class or two you may not talk to anyone, but over time you may make new friends just like I did. Since you are all in the class for the same interest, you're able to converse with each other easily. The first summer I could no longer join the classes because of my age was hard, since I had grown so used to the satisfaction of completing an animation project at the end of class. However, those were just my experiences, but the experiences made me love the Center so much and I will never forget it!

Do not be afraid to try something new! You never know, you could find a new favorite art style in Peekskill at the Center for the Digital Arts. Good luck and have a fun summer, my fellow students!

Marcus Arzu



3D Animation

## Non-credit User Experience (UX) Certificate



### User Experience (UX) Certificate

#### User Experience Design (UX)

User Experience Design is a 48-hour, non-credit certificate that prepares graduates for working in interactive technologies and provides them with industry literacy through

applied practice. The program will offer a foundation in user experience strategies, design thinking, and interactive design. Students will acquire skills in Web Programming, Interactive Design, Mobile App Development, and UX/UI Design. Prerequisite: basic computer experience.

#### Intro to Information Architecture

The Information Architecture (IA), or organization, of a website or application is one of the most important areas of UX. It helps you understand how your users think about the content and functionality in a site, to create a usable site. This course will explain the fundamentals of information architecture and why it's important. It will introduce the concepts of user research, hierarchies and structure, labeling, navigation, and search. It will also discuss different types of deliverables and the IA process.

**CE-DGART 2078PE, \$200.**

**Tues., May 30, 6:00-9:00 pm. #5860**

#### User Experience/User Interaction

This course will introduce the areas of expertise and distinctions between user experience and user interaction. Students will learn the essential principles of human-computer-interaction theory and examine end-user case studies. Students will be required to create a site map with a navigation strategy for a proposed website and app. Students will pair collaboratively and observe one another interacting with an example interactive design. They will then assess their human-computer-interactive experience and prepare a quality assessment report based on end-user interviews.

**CE-DGART 2072PE, \$200.**

**T/Th, June 1-6, 6:00-9:00 pm. #5861**

#### Website Optimization, AdWords and Analytics

This course will provide an overview and understanding of how website analysis works and how Google Analytics enables website managers to analyze traffic. Learn to analyze website visitor traffic, including traffic sources, top landing pages, top exit pages, number of visits, and bounce rates. You will gain the knowledge of how to enhance website copy, navigation, and design to improve your successful website conversions and how to test different website versions to attract and retain visitors. Most important, you will gain an understanding of what Web 2.0 means and how engaging content and features are transitioning the Web from a one-way experience to more of a two-way relationship.

**CE-COMP 2131PE, \$200.**

**Wed., June 7, 6:00-9:00 pm. #5862**

#### Design Thinking

This course will focus on collaboration in the design thinking process. Students will work in groups to brainstorm an interactive experience and to determine the look and feel of an interactive product(s). Group brainstorming, design principles, elements and features lists, and brand identity will be the outcomes of this class. Students will take away the essentials of the design process.

**CE-DGART 2073PE, \$175.**

**T/Th, June 13-15, 6:00-9:00 pm. #5863**

#### Web Programming

This course will teach HTML, CSS, XML, JavaScript, and PHP programming languages and focus on front-end web development to actualize dynamic web pages and apps. Students will be utilizing a variety of web tools and resources.

**CE-COMP 2157PE, \$300.**

**M/T/W/Th, June 19-22, 6:00-9:00 pm. #5864**

#### Mobile Applications Development

Mobile Device user interface and responsive design of applications on cell phones and other small portable devices are investigated in this course. Students will learn how websites look on mobile devices and to assess quality across devices. Specific topics include: configurations and profiles; standard and custom user interface elements and events; text and multimedia messaging; and an investigation into current technologies. Students will prepare a mobile app prototype upon completion.

**CE-COMP 2138PE, \$300.**

**M/T/W/Th, June 26-29, 6:00-9:00 pm. #5865**

#### Multiplatform Marketing

This course will provide an overview of interactive advertising and social media marketing across multiple platforms and surfaces of display including mobile. Brand identity and social media trafficking will also be included. Writing for the Internet will be a focus of this course.

**CE-BUS 2075PE, \$100.**

**Thurs., July 6, 6:00-9:00 pm. #5866**

#### Mindful Entrepreneurship

The basics of mindfulness theory and practice will be studied in conjunction with increasing focus, reducing stress levels, and honing strategy for success. Students will learn the essential principles of entrepreneurship, tools and legal information regarding starting a small business and construct a business plan for their own start-up interactive design company.

**CE-BUS 2074PE, \$100.**

**Tues., July 11, 6:00-9:00 pm. #5867**

**Save \$\$ when you register for all eight classes during the term for only \$1415. Savings will reflect when course fees are calculated after enrolling.**

## Non-credit Digital Arts Quick Start \* Classes

#### Quick Start to Photoshop CC in 24 Hours

Learn to use the latest version of Photoshop with time management features and enhancements for web and video designers. This training package will include: imaging formats, use of Photoshop in computer imaging, and output for the Web. No previous experience with Photoshop is necessary; previous computer experience required.

**CE-DGART 2042PE, \$386 (+ \$50 lab fee).**

**M/W, June 5-28, 6:00-9:00 pm. #5875**

#### Quick Start to Adobe Illustrator CC in 24 Hours

Learn to use the latest version of Illustrator with new 3D and web features. Includes: digital illustration, drawing tools, Bezier curves, fonts, and use of Illustrator in graphic design and in 3D. No previous experience with Illustrator is necessary; previous computer experience required.

**CE-DGART 2040PE, \$386 (+ \$50 lab fee).**

**M/W, July 10-Aug. 2, 6:00-9:00 pm. #5877**

**Non-credit Interactive Design/User Experience (UX) Certificate! See page 8**

#### Quick Start to Photoshop Elements

Learn to use the latest version of Photoshop Elements with a focus on personal photo imaging. Step-by-step procedures on how to adjust, fix, and organize your photographs will be demonstrated with the opportunity to practice on instructor-provided images. Perfect for the beginner interested in learning digital imaging for personal use with an eye toward further enhancing their imaging skills.

**CE-DGART 2028PE, \$235 (+ \$50 lab fee).**

**T/Th, July 11-13, 6:00-9:00 pm. #5878**

#### Quick Start to Adobe InDesign CC in 24 Hours

Learn to use the latest version of InDesign and take advantage of the integrative power and dynamic nature of its print-to-web solutions. Includes: an overview of graphic layout and design, an overview of interface and tools, and a hands-on exercise. No previous experience with InDesign is necessary; previous computer experience required.

**CE-DGART 2041PE, \$386 (+ \$50 lab fee).**

**T/Th, June 6-29, 6:00-9:00 pm. #5876**

## Community Arts for Adults

#### NEW! Digital Painting for Adults

This is an experimental course that integrates digital painting with offline media such as drawing, painting, and collage. Students will scan in their manual works and utilize tools such as Photoshop, tablet and stylus, and a variety of printers to construct original works.

**CE-ART 2233PE, \$250 (+ \$50 lab fee).**

**Wed., June 21-July 26, 6:00-8:00 pm. #5879**

#### Painting and Drawing for Adults

Work with a variety of media and learn different approaches to painting and drawing. Prep a palette, mix colors, use media, work on various surfaces, learn about brushes, investigate the use of colors and shades, and create strong compositions. Drawing and painting from observation will be implemented by working from a live model, still-life arrangements, portraiture, and working outdoors. Class will be encouraged to work together to create the atmosphere of an atelier. For all Levels.

**CE-ART 2146PE, \$250 (+ \$20 studio fee).**

**M/W, May 31-July 12 (skip July 3), 6:00-8:00 pm. #5880**

#### Ed2Go Online Career Certificate Courses

Our partnership with Education to Go offers opportunities to pursue high-end training and certification programs with the ease of distance learning access. Classes begin whenever you are ready. For more information, visit [www.ed2go.com/sunywcc](http://www.ed2go.com/sunywcc) or contact Michele Maya at 914-606-6627 or email [michele.maya@sunywcc.edu](mailto:michele.maya@sunywcc.edu)

#### Photography Forum: Sharpening Your Photography Skills

A rare opportunity for amateur photographers who would like to share their work with, and get feedback from, a professional. This is a casual style gathering, with the teacher guiding the class through shooting assignments and critiques aimed at those who not only want to improve their own photography, but also to increase their understanding and enjoyment of the medium.

**CE-PHOTO 2007PE, \$258 (+ \$50 lab fee).**

**Tues., May 30-July 11 (skip July 4), 6:00-8:00 pm. #58811**

#### Open Studio Access Package

The Center for the Digital Arts at Peekskill is an artist's space and a friendly environment in which to work. The Center hosts five Apple post-production studios including two video labs, an animation studio, and facilities for other digital projects. The studio also offers large format printing, 3D MakerBot printers and 3D scanners for use by artists enrolled in this program. This package is for the professional or aspiring artist with competent computer skills who wants to continue to develop a portfolio and use the Center's resources. Note: Interview with Technical Support Manager required; choose daily access fee or package fee.

**CE-DGART 2003PE, Package Fee \$302.**

**M/T/W/Th, May 22-July 27, 9:00 am-9:00 pm**

**and F, 9:00-11:30 am, #5868**

**CE-DGART 2050PE, Daily Access Subscription Fee**

**\$27 per day (+ \$50 lab fee).**

## Youth Arts Technology Program for Children Ages 7-11

### State of the Art Equipment • Nurturing Instruction • Opportunity for Fun and Creativity

Students may register for one or more classes for their age group. 2-hour classes meet from 9:30-11:30 am, 12:00 noon-2:00 pm, and 2:30-4:30 pm. 4-hour Game Design and 3D Animation meet from 9:30-11:30 am and continue from 12:00 noon-2:00 pm with a half-hour break at 11:30 am. Students must bring their own non-perishable lunches. 2-hour classes are \$170 (+ \$50 lab/\$20 studio fee); 4-hour classes are \$218 (+ \$50 lab fee). Register by phone using Discover, MasterCard® or Visa: call 914-606-7300.

**July 10 – August 3**

Registration Opens Wednesday, March 29

**CLASSES DO NOT MEET ON FRIDAYS**

**T**he Youth Arts Technology Program is a STEAM program (see [stemtosteam.org](http://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 will combine manual and digital skills to realize a take-away portfolio project.

### NEW! Medical Illustration

This studio class will introduce Medical Illustration with traditional painting and drawing materials: students will learn from examples of art in the medical field while honing art skills necessary for communicating biomedical information. Students will spend critical observational time understanding anatomy, skeletal system, cells, and tissues as they draw from a live model and 3D illustrations about the body.  
**CE-ART 2334PE, \$170 (+ \$20 studio fee).**  
July 10-20, 12:00 noon-2:00 pm. #5904  
July 24-Aug. 3, 2:30-4:30 pm. #5905

### NEW! Stop Motion Claymation

In this Stop Motion Claymation class, students inspired by scientific wonders will create Claymation films by learning tricks and techniques for building with clay that is moved frame-by-frame in order to create 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, \$170 (+ \$50 lab fee).**  
July 10-20, 9:30-11:30 am. #5906  
July 24-Aug. 3, 12:00 noon-2:00 pm. #5907

### 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, \$170 (+ \$50 lab fee).**  
July 10-20, 9:30-11:30 am. #5896  
July 24-Aug. 3, 12:00 noon-2:00 pm. #5897

### 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, \$170 (+ \$50 lab fee).**  
July 10-20, 12:00 noon-2:00 pm. #5910  
July 10-20, 2:30-4:30 pm. #5911  
July 24-Aug. 3, 9:30-11:30 am. #5912  
July 24-Aug. 3, 2:30-4:30 pm. #5913

### 2D Animation

Students will imagine, develop, and design animated film shorts while practicing digital animation skills of storyboard planning, character design, principles of timing and motion, editing and sound design. Using new animation software, tablet and stylus, collage animation, and learning Flash scripting and design tools, students will engage in all levels in the production of their own original 2D animated stories.  
**CE-DGART 2066PE, \$170 (+ \$50 lab fee).**  
July 10-20, 12:00 noon-2:00 pm. #5902  
July 24-Aug. 3, 9:30-11:30 am. #5903



Student Artwork

## Youth Arts Technology Program for Teens Ages 12-17

**REFUNDS** All refund requests must be made in writing and can be mailed to the college or emailed to [bursar@sunywcc.edu](mailto:bursar@sunywcc.edu)  
• For requests received at least 2 business days prior to the start of the class: 100% refund. • *There are no refunds after that time.*  
**All non-credit classes** at extension sites, including Youth Programs, will be charged a one-time Faculty Student Association fee of \$3.25.  
Non-credit Registration Fee: This fee is \$5.00 payable once each semester and is nonrefundable.  
Register by phone using Discover, MasterCard® or Visa: call 914-606-7300.

**July 10 – August 3**

Registration Opens Wednesday, March 29

**CLASSES DO NOT MEET ON FRIDAYS**

### NEW! MAKE: Animatronix with 3D Printing and Arduino

Enable your students to make Arduino-powered and 3D-printed robots that move, make sounds, display lights, etc. Using the latest technology students will create their own mechanized robot of their own design. Students will learn the latest in electronics and 3D printing technology.  
**CE-DGART 2074PE, \$170 (+ \$50 lab fee).**  
July 10-20, 9:30-11:30 am. #5882  
July 10-20, 2:30-4:30 pm. #5883  
July 24-Aug. 3, 12:00 noon-2:00 pm. #5884  
July 24-Aug. 3, 2:30-4:30 pm. #5885

### NEW! Medical Illustration

This studio class will introduce Medical Illustration with traditional painting and drawing materials, students will learn from examples of art in the medical field while honing art skills necessary for communicating biomedical information. Students will spend critical observational time understanding anatomy, skeletal system, cells and tissues as they draw from a live model and 3D illustrations about the body.  
**CE-ART 2156PE, \$170 (+ \$20 studio fee).**  
July 10-20, 2:30-4:30 pm. #5886  
July 24-Aug. 3, 9:30-11:30 am. #5887

### 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, \$218 (+ \$50 lab fee).**  
July 10-20, 9:30 am-2:00 pm. #5888  
July 10-20, 9:30 am-2:00 pm. #5889  
July 24-Aug. 3, 9:30 am-2:00 pm. #5890  
July 24-Aug. 3, 9:30 am-2:00 pm. #5891

\* Game Design and 3D Animation meet for 4 hours.

[www.sunywcc.edu/peekskillyouth](http://www.sunywcc.edu/peekskillyouth)

### 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, \$218 (+ \$50 lab fee).**  
July 10-20, 9:30 am-2:00 pm. #5892  
July 24-Aug. 3, 9:30 am-2:00 pm. #5893

### 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, \$170 (+ \$50 lab fee).**  
July 10-20, 2:30-4:30 pm. #5894  
July 24-Aug. 3, 2:30-4:30 pm. #5895

### 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, \$170 (+ \$50 lab fee).**  
July 10-20, 2:30-4:30 pm. #5898  
July 24-Aug. 3, 2:30-4:30 pm. #5899

### 2D Animation

Students will imagine, develop, and design animated film shorts while practicing digital animation skills of storyboard planning, character design, principles of timing and motion, editing and sound design. Using new animation software, tablet and stylus, collage animation, and learning Flash scripting and design tools, students will engage in all levels in the production of their own original 2D animated stories.  
**CE-DGART 2066PE, \$170 (+ \$50 lab fee).**  
July 10-20, 2:30-4:30 pm. #5900  
July 24-Aug. 3, 2:30-4:30 pm. #5901