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.

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.

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.

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.

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.

Registration Information
- Students may register for one or more classes for their age group.
- 2-hour classes are $161 (+ $50 lab fee).
- 4-hour classes are $218 (+ $50 lab fee).
- 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
NEW! MAKE: Animatronics 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, 3:00-4:30 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

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

*Game Design and 3D Animation meet for 4 hours