Why you should enroll in the ART\SCI Institute of Westchester Community College, Center for the Digital Arts

• I’m a young person, between the ages of seven and seventeen, with a curiosity and passion for arts and technology.

• I like to spend time on the computer playing games, searching for interesting things on the Internet, and learning.

• I’m interested in learning more about how computers work and how they can be utilized to solve problems, make alternative worlds, and enable me to see things I can’t see any other way. In addition, I’m interested in science and how our world is evolving into the future.

• I like to think about how to make the world a better place and be happier in it.

• I’m serious about my work and would like to develop a portfolio piece that could help me apply to further study in the arts and sciences.

• I have a great time making my own art and want to learn some more about different materials and techniques. I would enjoy meeting other kids who like art too.

This is a STEAM program (see http://stemtosteam.org/) and is focused on engaging precollege 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.
SUMMER 2015
ART|SCI
Pre-college Institute
July 6 – 16
July 20 - 30

ART|SCI Topic: Artificial Intelligence
CODING FOR KIDS (7-11 years)
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. Scratch enables students to code stories, animations, and games and share them with others; and is one of the tools that this course will utilize.
Children 9:30am-11:30am

ART|SCI Topic: Bodies on the Move!
3D ANIMATION (12-17 years)
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.
Children 9:30am-2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Space Exploration
GAME DESIGN (12-17 years)
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. This course utilizes a software named Torque 2D. Students will work with a game designer to develop characters and interactive user experience.
Children 9:30am-2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Macro & Micro
DIGITAL PAINTING AND DRAWING
(7-11 years; 12-17 years)
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.
Children 12pm – 2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Homes of the Future and Sustainability
INTERACTIVE 2D ANIMATION IN ARCHITECTURAL DESIGN (7-11 years; 12-17 years)
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.
Children 12pm-2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Animal Behavior
STOP-ANIMATION DIORAMAS OF ARTIFICIAL LIFE
(7-11 years; 12-17 years)
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 other worldly vistas that will produce animated shorts and digital photographic prints.
Children 9:30am-11:30am
Teens 2:30pm-4:30pm

ART|SCI Topic: Animal Homes and Structures
TRADITIONAL STUDIO PRACTICES FOR CHILDREN (7-11 years)
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 build skills working with materials.
Children 12pm-2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Exploring Biomimicry
BIOART FOR TEENS (12-17 years)
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, the Hudson River School painters, and anatomical painters, such as Alex Grey. Students will draw and paint while viewing slides through a microscope.
Children 12pm-2pm
Teens 2:30pm-4:30pm

ART|SCI Topic: Songs for the Earth and it’s Inhabitants
SONG WRITING FOR STORY TELLERS (7-11 years; 12-17 years)
Invent ways to talk about environmental consciousness and create positive MEMES for future humans. Students work with a professional musician and songwriter to compose lyrics that envision a sustainable future. Students collaborate and contribute to lyrics, recording, and photographing of original score and production of their own making.
Children 12pm-2pm
Teens 2:30pm-4:30pm