

INTERACTIVE DESIGN & DIGITAL ARTS

NEW! Mixed Reality (XR) Certificate-84 Hrs

This is a one-year, non-credit certificate program.

Students must register for the entire program at time of registration. This program gives students the tools and knowledge to create mixed reality worlds. Students will be instructed in coding, digital 3D modeling, game design, mixed reality design (virtual and augmented reality), creative studio, and portfolio development. This certificate will enable students to acquire skills that are attractive to employers in an in-demand field. *For ages 18 years & up.*

Register for the entire certificate for \$1,200!

All interested students should contact the Director, Dr. Sherry Mayo, at sherry.mayo@sunywcc.edu or 914-606-7385.

Courses in this section are all held at the Peekskill Extension Center, located at 27 North Division Street, Peekskill, NY.

To register for certificate program classes, you must call 914-606-7300 or email peekskill@sunywcc.edu

Intro to Coding

Have you ever wished you knew how to program, but had no clue where to start? This seven-week introductory course will provide students with an understanding of coding. It will explore themes and concepts of the fundamental principles of computing. Through this exploration students will develop a basic foundation and understanding of code/coding, and gain confidence in their ability to code small programs. This course will use Google Blockly and Arduino base Processing programming language.

CE-DGART 2130PE, 7 Thurs., Sept. 9-Oct. 21, 6:30-8:30 pm.

Intro to Digital 3D Modeling

In this course we will explore the world of digital 3D modeling using the program Autodesk Maya 2020. Over the last four decades DCC (Digital Content Creation) programs have become sophisticated, friendly to use, and accessible. This is a foundations course in digital 3D modeling. This course will cover an extensive range of modeling techniques and build a strong foundation for continued work in digital 3D modeling. During the seven-weeks, students will complete modeling exercises and create original works of their own design.

CE-DGART 2131PE, 7 Thurs., Oct. 28-Dec. 16 (skip Nov. 25), 6:30-8:30 pm.

Intro to Game Design

We play games on consoles, PCs, and mobile devices but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires both technical ability and creativity. Students will be designing and programming games and learning gaming concepts. During this seven-week course students will construct games, design characters, build terrains, and interactive user experiences using the program Unity 3D.

CE-DGART 2132PE, 7 Tues., Feb. 1-Mar. 15, 2022, 6:30-8:30 pm.

Intro to Augmented, Virtual & Mixed Reality

In this seven-week course, students will explore the endless possibilities of augmented reality, virtual reality, mix reality and immersive computing technologies. Students will be exposed to the technical and experiential design foundation required for the implementation of immersive environments in current and future virtual, augmented and mixed reality platforms. Students will be active participants in designing their immersive worlds using the program Unity 3D.

CE-DGART 2133PE, 7 Tues., Mar. 29-May 10, 2022, 6:30-8:30 pm.

Independent Studio

This seven-week independent studio course presents a platform for students to continue exploring diverse possibilities and various processes of using digital media to create interactive works. Students will be required to independently investigate, share findings and ideas, and work in a critique-and-discussion-based environment. Students' work will be exhibited at the CENTER FOR THE DIGITAL ARTS GALLERY.

CE-DGART 2134PE, 7 Tues., May 24-July 5, 2022, 6:30-8:30 pm.

Portfolio Development

Students will create a portfolio that represents their individual body of work. During the last seven-weeks of the certificate program, students will investigate different types of portfolio styles and construct a portfolio that is web and physical based, comprised of completed and on-going projects.

CE-DGART 2135PE, 7 Tues., July 12-Aug. 23, 2022, 6:30-8:30 pm.

3D Animation Certificate-180 Hrs

This is a one-year, non-credit certificate program.

Students must register for the entire program at time of registration. The culminating experience will be the creation of a demo reel for their portfolio to show employers or schools in order to continue on their career paths. Demo reels will be exhibited in a certificate completion exhibition.

This certificate program will take students through the 3D animation production pipeline and cover many facets of 3D creation. From modeling assets and characters to animating and final rendering, this certificate will guide you through the fundamental principles of 3D animation. Whether you are interested in film, video games, or commercial work, these courses will get you on the right trajectory.

Prepare for an intensive exploration! Prerequisite: Basic computer knowledge.

Register for the entire certificate for \$1,807!

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Module I

Modeling I for Animation-30 Hrs

This course will introduce students to creating hard surface modeling such as vehicles and assets for production in Autodesk Maya. The course will consist of demonstrations combined with discussion and tutorials created by the instructor; in-class exercises and an assignment will be given every week. In addition, different lighting scenarios such as interior, exterior, and studio lighting with Arnold renderer will be also covered.

CE-DGART 2093PE, 10 Mon., Sept. 13-Nov. 15, 6:30-9:30 pm.

Animation I-30 Hrs

This course will introduce students to animating in Maya. Students will start with the basics and learn about the twelve principles of animation. Some assignment examples will consist of a bouncing ball, walk-cycles, jumping, and kick ball.

CE-DGART 2094PE, 10 Wed., Sept. 15-Nov. 17, 6:30-9:30 pm.

Module II

Modeling II/Digital Sculpting for Concept and Animation-30 Hrs

This course will introduce students to creating organic characters and sculpture for production using Autodesk Maya, ZBrush, and Mudbox. This course will introduce students to creating hard-surface & organic characters and sculpture for production and concept art with Pixologic ZBrush. We will also cover the 3D printing process and print work. The course will consist of demonstrations combined with discussion, and tutorials created by the instructor, in-class exercises and an assignment will be given every week. In addition, students will be given different lighting scenarios such as interior, exterior and studio lighting with Arnold renderer. (Prerequisite Modeling I for Animation)

CE-DGART 2095PE, 10 Mon., Feb. 7-Apr. 11, 2022, 6:30-9:30 pm.

Animation II-30 Hrs

As a continuation to Animation I, students will now look at creating basic rig setups to more advanced rig setups for characters and assets. Towards the end of this course, the class will focus on the importance of posing and body mechanics for animation. (Prerequisite Animation I)

CE-DGART 2096PE, 10 Wed., Feb. 9-Apr. 13, 2022, 6:30-9:30 pm.

Module III

Animation III-30 Hrs

As a continuation to Animation II, students will learn about creating storyboards, animatics, and creating an animation based on their own stories. Each student will create a mini 15 second animation with a pre-rigged character of choice. Students will also be recording their own live video reference to help with timing for their animations. (Prerequisite Modeling II/Digital Sculpting for Concept and Animation)

CE-DGART 2097PE, 10 Mon., Apr. 25-July 11, 2022 (skip May 30 & July 4), 6:30-9:30 pm.

Demo Reel Creation and Exhibition-30 Hrs

In this course, students will use the technical, drawing, and storytelling skills they have learned in the previous courses to produce their own demo reel. It is expected that the reel will be of a high degree of finish regardless of the content. In addition, students will investigate survival skills and portfolio practices necessary to work as a professional, freelance, or independent computer graphic artist. Students will exhibit their final work at CENTER FOR THE DIGITAL ARTS GALLERY.

CE-DGART 2098PE, 10 Wed., Apr. 27-June 29, 2022, 6:30-9:30 pm.

Exhibition: Mon., Dec. 5, 2022-Wed., Jan. 4, 2023.

Certificate in User Experience Design (UX)-156 Hrs

User Experience Design is a one-year, 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 user research, site-mapping, wire-framing, prototyping, web programming, UX Career Development, etc. Students can also complete a portfolio course where they will create finished examples of their work to show prospective employers facilitated by a professional industry UX designer.

Prerequisite: Basic computer experience.

Students may register for the entire program at time of registration or take courses independently.

Register for the entire certificate for \$2,131!

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sherry.mayo@sunywcc.edu or 914-606-7385.

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located at 27 North Division Street, Peekskill, NY.

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peekskill@sunywcc.edu**

User Experience Fundamentals

Learn about the field of user experience and the essential principles of human-centered design, including design architecture and its application. Discuss the human factors that impact design; how to start a mapping project; how to conduct user experience research; and how to use diagrammatic tools to succeed. User Experience Fundamentals required for User Experience Design Portfolio.

CE-DGART 2092PE, 7 Wed., Oct. 6-Nov. 17, 6:30-9:30 pm, \$367.

UX Design Web Programming and Development

This course will include wire-framing and designing your prototype with Sketch and InVision. Once their prototype is complete, students will create a website with WordPress learning HTML, CSS, JavaScript programming languages. Students will utilize a WYSIWYG editor and code generator. The course will focus on front end web development to actualize dynamic web pages. Students will utilize a variety of web tools and resources in this course. In addition, students will use responsive design templates that take into consideration mobile devices.

CE-DGART 2106PE, 7 Sun., Oct. 10-Dec. 5 (skip Oct. 31 & Nov. 28), 10:00 am-1:00 pm, \$367.

Design Thinking

This course will apply design thinking best practices to develop websites and mobile applications for commercial or public industries. Students will learn how to be a design thinking facilitator and a UX/UI designer in a collaborative team environment that will utilize human-centered techniques to solve complex problems and discover innovative solutions for interactive media. With hands-on examples and tutorials, students will better understand how to design effective websites and mobile applications for diverse end-users.

CE-DGART 2073PE, 7 Thurs., Jan. 27-Mar. 10, 2022, 6:30-9:30 pm, \$367.

User Experience Design Portfolio

This course provides a human-centered approach to working on a real-world project and covers the end-to-end lifecycle of user-centered design. User research, wireframes and prototypes, user interface and interactive design, and usability testing are utilized. The culminating experience results in a realized professional portfolio piece that will enable students to start preparing to enter the UX/UI Design field. **For certificate students only.**

CE-DGART 2089PE, 14 M/W, Mar. 14-Apr. 27, 2022, 6:30-9:30 pm, \$759.

NEW! Get Hired! UX Career Development Workshop

Prepare to launch your career in UX with this three-session career development workshop. In the first session, you will work on creating your resume and LinkedIn profile to best highlight

your digital portfolio and skills. Next, you will learn the art of a great interview, including how to prepare and be ready for virtual and in person interviews, being able to highlight your skills and abilities, present your genuine self with confidence and ask good questions. In the final workshop learn from subject matter experts in the industry. Hear their thoughts on what is presently important for hiring managers through a panel answering your questions and the opportunity to practice mock interviews. **For certificate students only.**
CE-DGART 2119PE, 3 T/TH, May 3-10, 2022, 6:30-9:30 pm, \$271.

Social Media Specialist Certificate-60 Hrs

This is a one-year, online non-credit certificate program.

Students may register for the entire program at time of registration or takes courses independently.

The culminating experience will be the creation of a social media portfolio that students can share with potential employers, or use as a guide to create their own social media consulting business.

The Social Media Specialist Certificate provides motivated individuals with a foundation in practice and theory with hands-on activities, in-depth assignments, and lectures by the instructor and using supplemental resources, such as videos and/or interviews with social media professionals. We give you the tools to become a smart and capable player on the social media stage. When you are done, you will be able to create a powerful social media strategy.

The online certificate is an intensive course of study over two semesters, beginning in the fall, with a total of seven individual courses, and three optional electives to choose from. One elective is required during the one-year program. Upon completion of the core courses, participants will have the opportunity to take the Hootsuite Social Marketing exam (exam fees are additional).

Register for the entire certificate for \$1,157!

All interested students should contact the Director, Dr. Sherry Mayo, at sherry.mayo@sunywcc.edu or 914-606-7385.

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Introduction to Social Media Networks

This course gives students an overview of the top five, current social media platforms, such as Facebook, Instagram, LinkedIn, YouTube, and more, and helps them define which platform should be used to reach business goals. In this course, students will create a buyer persona, define a brand, and identify the top one to two social media platforms they should use to impact business goals. Research, activities, assignments, and lecture will be used to help students identify the right social media platform for their business' goals.
CE-COMP 2220PE, 3 Thurs., Sept. 16-30, 6:00-9:00 pm, \$158.

Social Media Content Fundamentals

In this course, students will learn how to craft a content strategy, best practices for content curation, creation, and sharing, as well as tactics for content measurement. In addition to creating content, students will be researching and defining hashtags and developing a social

media schedule. Templates, handouts, video, and lectures will be used to bring this course to life.

CE-COMP 2221PE, 3 Thurs., Oct. 7-21, 6:00-9:00 pm, \$158.

Optimizing Social Media Profiles

This course will teach students which elements to focus on for the top, five social media platforms, plus the best practices to keep in mind when creating a company/business social media presence. This course will offer strategic best practices and optimization techniques for several social media platforms. Examples, activities, and profile graphic development tools (i.e., Canva) will be used for students to design/implement a mock or live social media business profile.

CE-COMP 2222PE, 2 Thurs., Oct. 28-Nov. 4, 6:00-9:00 pm, \$105.

Social Media Strategies and Tactics

Learn about setting Goals, Objectives, KPIs, and Tactics. Students will learn about creating content calendar for timing and key dates, and incorporating content marketing into a social context. In addition, students will look at several social media tools, including Hootsuite, content management systems, and other common tools used in a social media role. Plus, this course will cover how to build a brand advocacy program and look at ways to engage influencers.

CE-COMP 2223PE, 4 Thurs., Jan. 20-Feb. 10, 2022, 6:00-9:00 pm, \$210

Social Media Marketing

This course provides students with an in-depth look at social media advertising, including how to establish a budget; developing a data-driven audience; creating an ad campaign; and measuring its impact. Activities, templates, lectures, and insights will be provided to help students craft a successful social media ad campaign.

CE-COMP 2224PE, 3 Thurs., Mar. 3-17, 2022, 6:00-9:00 pm, \$158.

Social Media Measurement and ROI

This course will provide students with an in-depth, hands-on exploration of current trends and tools including quantitative and qualitative measurement methodologies for social media. Students will learn to communicate return on investment (ROI) of social media to a non-expert audience. Students will develop skills to analyze how the performance of the social media strategy directly impacts the strategic priorities and mission/goals of their organization.

CE-COMP 2225PE, 3 Thurs., Mar. 24-Apr. 7, 2022, 6:00-9:00 pm, \$158.

Create A Social Media Crisis Management Plan

On social media, things can move blazingly fast. Sometimes, a PR crisis that seems to come out of nowhere. Your best chance to make it through a social media crisis is to prepare ahead of time. Have a solid plan, a list of key stakeholders and responsibilities, and a clear chain of command. This course looks at methods for spotting potential issues as they emerge and how to shut a problem down in the early stages. The course also will show the students what to do if you end up with a full-blown social media crisis management situation on your hands.

Examples, handouts, and templates will be provided.

CE-COMP 2226PE, 2 Thurs., Apr. 28-May 5, 2022, 6:00-9:00 pm, \$105.

Electives

Writing for Social Media-An In-Depth Workshop

This course will explore the relationship between audience, purpose and text in a cross section of social media. Students will develop criteria for evaluating each form of writing, find examples, assess what makes them effective, consider the decoding skills they demand from readers, and practice the form using tried and true social media writing tactics. As students practice the craft of writing for social media; they will receive detailed constructive feedback on all assignments. CE-COMP 2227PE, 2 Thurs., Nov. 11-18, 6:00-9:00 pm, \$105.

Policies and Procedures to Manage Risk

This course examines social media policies and procedures to manage risk and improve communication strategies. Students will have the opportunity to draft social media policies and procedures for their respective organizations. CE-COMP 2228PE, 2 Thurs., Dec. 16-23, 6:00-9:00 pm, \$105.

Creating Simple Video Content for Social Media

Any business can start creating video content as a part of its overall marketing strategy. You just have to figure out what your overall objective is and how to plan to achieve those results. Creating unique, refreshing and engaging video content comes easy, if the objective is clear. In this course, students will create a video storyboard and script based on a business objective. Then they will use online tools and apps to create the video. CE-COMP 2229PE, 2 Thurs., Feb. 17-24, 2022, 6:00-9:00 pm, \$105.

Digital Photography Certificate-126 Hrs

This is a one-year, non-credit certificate program.

Students must register for the entire program at time of registration.

The culminating experience will be the creation of a photography portfolio and exhibition to share with family, friends, and potential employers in order to continue on their personal and professional pathways.

The Digital Photography Certificate will provide new and motivated photographers with a foundation in practice and theory with hands-on demonstrations, lab exercises, assignments, and lecture demonstrations. Students will learn about the proper operation of a camera and achieving correct exposure, composition methods, post processing, and specialized photography. Throughout the experience, students will draw inspiration from the works of historical and contemporary photography. Enhance your portfolio and hone your skills! The certificate program is an intensive course of study over two semesters beginning in the fall, with six individual courses.

Register for the entire certificate for \$1,470!

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The Camera and Its Operation

This course looks at the camera and how to control it to get the best results. The course covers common digital formats, exposure modes, histograms, JPEG vs RAW files, lens selection, methods of stabilization, useful accessories, and mobile apps. Through demonstrations, a critical look at current and historical photography and shooting assignments, students will gain a better understanding of how to use the camera to capture compelling images.

CE-DGART 2120PE, 7 M/W, Sept. 13-Oct. 4, 6:30-9:30 pm.

Photographic Composition

Composing an effective image involves many considerations, including camera placement, lens selection, lighting, subject-ground relationship, and employing (or breaking!) some rules. Additionally, post-processing gives us further control over many of these key items. Topics covered will include common framing rules, depth-of-field, vignette, and other features that help to highlight the story in your image. Inspired by powerful examples of composition from noted photographers, students will complete shooting assignments and processing of their own images.

CE-DGART 2121PE, 7 M/W, Oct. 11-Nov. 1, 6:30-9:30 pm.

Digital Image Processing

Shooting in the RAW file format expands the potential for creating powerful and expressive images. Adobe Photoshop and Light room offer a digital darkroom where students will learn to process images and bring their photography to the next level. Exposure correction, color balancing and enhancement, and resolution adjustments are just some of the techniques covered. File organization and prepping for web, mobile and print media will be introduced.

CE-DGART 2122PE, 7 M/W, Nov. 8-Dec. 1 (skip Nov. 24), 6:30-9:30 pm.

Small Object Photography

Photographing small objects, be it a tabletop still-life, products for marketing, or objects to be used for illustrative purposes, requires a special approach and attention to detail. Students will set up and shoot objects of their choice using specialized and non-specialized equipment, then process them in Photoshop as required for various needs. Topics covered will include camera lenses, lighting, seamless backgrounds, and a bit of post-processing magic to transform objects into things of beauty.

CE-DGART 2123PE, 7 M/W, Jan. 24-Feb. 14, 2022, 6:30-9:30 pm.

Digital Image Compositing

Good camera skills and effective post-processing are of primary importance in photography. There are many other exciting ways to enhance an image or go beyond a single exposure. Students will learn how to use Photoshop to retouch and manipulate images, combine several exposures through digital stitching to create panoramas and high-resolution images, experiment with focus stacking, and produce enhanced imagery with high dynamic range photography.

CE-DGART 2124PE, 7 M/W, Feb. 21-Mar. 14, 2022, 6:30-9:30 pm.

Portfolio

Collecting and curating your photographs into an effective portfolio is key to sharing and utilizing them for personal and professional purposes. Students will create a digital portfolio, and if necessary, shoot additional images to provide a more complete story of their capabilities. Online portfolios from leading photographers will be reviewed and students will be encouraged to visit regional photography exhibits.

CE-DGART 2125PE, 7 M/W, Mar. 21-Apr. 11, 2022, 6:30-9:30 pm.

CAREERS IN SPECIALIZED FEILDS

NEW! Expanded Historic Preservation Certificate-112 Hrs

This certificate program serves students and professionals interested in establishing credentials in the area of Historic Preservation in a multitude of job sectors: building trades such as woodworking and stone masonry as well as areas such as historic site management, artifact conservation and more. There is no other certificate program in Historic Preservation offered at a community college in New York State. A total of 112 hours, half in the classroom and half in directed historic preservation field work, are required to fulfill the certificate.

Register for the entire certificate for \$1,600!

All interested students should contact the Director, Dr. Sherry Mayo, at sherry.mayo@sunywcc.edu or 914-606-7385.

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American Architectural History

With an emphasis Historic Preservation and New York State, this course will explore the development of architecture in America from its beginnings to roughly modern day. Areas of examination will include indigenous and vernacular American architecture, colonial and Federalist design, the appropriation of European design elements, the development of architecture as a profession, the American Parks Movement and landscape architecture, the innovation of the skyscraper, the rise of twentieth century urban environments, public works projects, modernism and more. These will be 2-hour class sessions over 14 weeks for a total of 28 hours required towards completion of certificate requirements. This course will be taught entirely online using Zoom via Blackboard platform. Instructor-Alan Strauber.

CE-HIST 2128PE, 14 Sat., Aug. 28-Dec. 11 (skip Sept. 4 & Nov. 27), 11:00 am-1:00 pm, \$400.

Introduction to Historic Preservation

This course is an introduction to the history, principles and practice of historic preservation. It will provide a framework for understanding how the architecture and natural beauty of the Hudson Valley influenced the birth of the preservation movement in America and how preservation law has developed in New York State into present-day policies. Through discussions about the guiding principles, terminologies and current issues of historic preservation, the class will explore the benefits and limitations of the agencies that play a role in preservation and discuss local case studies. These will be 2-hour class sessions over 14 weeks for a total of 28 hours required towards completion of certificate requirements. Instructor-Johanna Porr Yaun.

CE-HIST 2127PE, 14 Tues., Sept. 14-Dec. 21 (skip Sept. 21), 6:30-8:30 pm, \$400.

Historic Preservation Field Work I

This course is designed to provide a wide range of hands-on experience related to historic preservation in a variety of settings. Participants will work at actual historic sites in the field as well as with artisans in trades related to historic preservation. Students will rotate between sites. Sessions will total 28 hours required for completion of certificate requirements.

CE-HIST 2129PE, TBD Spring/Summer 2022, \$400.

Historic Preservation Field Work II

Continuation of Historic Preservation Field Work I. Sessions will total 28 hours required for completion of certificate requirements. Prerequisite: Historic Preservation Field Work I. CE-HIST 2130PE, TBD Spring/Summer 2022, \$400.

Maker Series

Join a DIY community and begin some tech-art projects just for fun. Keep growing in new directions by creating actual products through digital projects that output real tangible objects. Rebrand yourself, create patterns and textures on soft and wearable objects, or build a website.

The options are only limited by your ability to imagine and make. In our Makerspace we have 3D printing and space for you to refine and build. The following series of three courses provide you the skills you need to make and continue making when you get your next gig!

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Pattern and Texture Design for Merchandise and You

This class will teach you how to create pattern designs using techniques in Adobe Illustrator and Photoshop. You can then apply them to any number of materials creating throw pillows, T-shirts, hats, socks, blankets, and iPhone cases. Create your own set of holiday mugs, family beach blankets, etc.

CE-DGART 2117PE, 3 Sat., Oct. 2-16, 9:00 am-3:00 pm, \$262. #83931

Self-Promotion and Branding

Learn simple graphic design techniques using a combination of Adobe Photoshop, Illustrator, and InDesign to create various self-promotional items such as wall calendars, post cards, announcements, business cards, pop sockets, key chains, etc. Promote yourself or your business. Get your name in front of the audience that matters.

CE-DGART 2118PE, 3 Sat., Oct. 23-Nov. 6, 9:00 am-3:00 pm, \$262. #83932

Build Websites without Coding

Use templates to construct beautiful interfaces, create a modern website that you can update and manage yourself. Learn how to create a website using a drag and drop method, update it, and track analytics. Use it to promote anything from your photography to your writings. Having your own website is a great way to get noticed by potential employees.

CE-COMP 2241PE, 4 Sat., Nov. 13-Dec. 11 (skip Nov. 27), 9:00 am-3:00 pm, \$315. #83933

Access to 3D Modeling and Printing

Explore new technology that enables the design of everything from car parts to jewelry. 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 printers, and an array of filament colors. To gain access to studio equipment and technical tutorial, contact Lab Manager, Myron Mock Yen, at Myron.mockyen@sunywcc.edu or 914-606-7382.

CE-DGART 2069PE, 3-hour daily access subscription \$158 (+ \$30 Materials fee).

Animation 1

In this 6-week course, the student will gain a solid understanding of the art of animation; which can be used in any kind of moving art such as 2D animation, 3D animation, stop-motion, and

motion graphics. The course will be focused on traditional animation since it provides a hands-on understanding of the basic techniques of animation. Students will learn how to determine timing and spacing of a drawing and how it affects the outcome of an animation by studying different kinds of subjects such as a bouncing ball, falling leaves, and walk-cycles. Animation 1 is for those who want to start a career in animation but is not limited to those who want to sharpen their skills or further their experience. By the end of the course, students will have created a short animation 15 to 30 seconds long.

CE-DGART 2107PE, 6 Sun., Sept. 19-Oct. 24, 9:00 am-1:00 pm, \$414. #83934

Animation 2

In this 6-week advanced session, students will dive deeper into what brings animation to life adding to what they have learned from Animation 1. This course will have students look into pre-production animation techniques such as layouts and backgrounds, character design and acting, sound and special effects. As the course progresses, students will move from pre-production to post-production including editing, color and visual effects, and rendering final projects for presentation. Using the tools given to them, students will create their own short animation 15 to 30 seconds long. Prerequisite: Animation 1.

CE-DGART 2108PE, 6 Sun., Nov. 7-Dec. 19 (skip Nov. 28), 9:00 am-1:00 pm, \$414. #83935

NEW! Business for Freelancing

This course is designed for freelance professionals that seek understanding in business management. It will provide a foundational business overview designed to help you make more informed decisions, develop successful strategies, and achieve your personal and organizational goals. The course will provide insights on how components of various business functions can be integrated and aligned to achieve short and long-term success. Business topics covered will include Economics, Business Formation, Marketing, Contract Negotiation, Financing, Conflict Resolution, and Business Ethics. Freelancers who want to expand their knowledge into different business areas including technical professionals seeking a fuller understanding for general business management, and entrepreneurs who seek to develop their knowledge base and understandings of business operations will gain valuable insights.

CE-BUS 2109PE, 6 Tues., Oct. 12-Nov. 16, 6:30-9:30 pm, \$258. #83936

Design Your Brand

From entrepreneurs to business owners, your brand may impact your business' success. From logos and tag lines, to storytelling and a brand strategy that positions your business at the top of your field is what you'll learn in this course. Students not only learn about the basics, but also get to create a logo, brand, tag line, and more. Then they present their brand at the end of the program.

CE-BUS 2110PE, 4 Tues., Sept. 7-28, 6:00-9:00 pm, \$181. #83937

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 sequences 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. *For ages 7-11.*

CE-COMP 2127PE, 8 Sat., Sept. 18-Nov. 6, 10:00 am-12:00 noon, \$184. #83938

Python Programming

In Python Programming, students will be introduced to the basic aspects of problem solving, data representation, algorithm design, and object-oriented design and programming. The Python programming language will be used as the means to implement programs. This course prepares students for problem analysis and solution design. Students will also discuss ethical and social issues relating to computing.

CE-COMP 2213PE, 14 T/W, Oct. 19-Dec. 7 (skip Nov. 24), 6:30-8:30 pm, \$336. #83939

Weekend Front End Coding Boot Camp

This course will cover HTML, CSS, and JavaScript. Front end code is the code that builds the web pages that people see. The power of these languages together can make you a very powerful designer/front end programmer and put you in demand in the work force. *For ages 14 & up.*

CE-COMP 2172PE, 4 Sa/Su, Dec. 4-12, 9:30 am-4:30 pm (30-minute lunch break), \$285. #83940

Digital Imaging on a Chromebook with free software (for PC and Mac users)

This course will explore digital art making, photo editing and design techniques with the free browser-based software application Photopea. Students will explore this pixel-based software with projects in photo retouching, collage, creatively merging and transforming images, working with type as well as how to create an animated gif. *Ages 11-17.*

CE-DGART 2115PE, 6 Sat., Sept. 25-Oct. 30, 10:00 am-12:00 noon, \$262. #83941

Teens Game Design

You play games on Playstation, Nintendo Switch, and your mobile devices but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires both technical ability and creativity. Dive into interactivity with a multimedia designer. Start programming and designing your own games and learning gaming concepts. Students will work with a game designer to construct board games, design characters, build terrains, and interactive user experiences. *For ages 12-17.*

CE-DGART 2111PE, 10 Sat., Oct. 2-Dec. 11 (Nov. 27), 10:00 am-1:00 pm, \$290. #83942

Digital Imaging for Photography

Students will learn the fundamentals of digital photography, from understanding exposure and creating more satisfying compositions, to learning image processing workflow in current software. The course includes presentations and demonstrations, as well as critiques of student work. Examples from historical and contemporary photographers will inspire our creative efforts. This course provides the opportunity for aspiring amateur photographers to push their work to the next level.

CE-DGART 2090PE, 6 Sat., Oct. 9-Nov. 13, 10:00 am-12:30 pm, \$268. #83943

The Business of Doing What You Love and Making a Living as a Performing Artist

Performing Artists are brilliant at connecting and transforming their audience, and sharing their performance gifts. Many decide to become full-time performing artists, whether as a musician, magician, juggler, physical comedian, storyteller, or from many more performing artist niches. The participants in this class will build from their own artist's vision statement to create a branding list (and necessary reflective promotional assets) to a business structure (agents, managers, contracts, pricing, invoicing, taxes, insurance, and essential state paperwork), to a marketing plan that targets your clients and markets.

CE-THEAT 2035PE, 5 Wed., Oct. 20-Nov. 17, 6:30-8:30 pm, \$155. #83944

Get Started in the Hospitality Profession

Many individuals are curious what it is like to be a part of the hospitality industry, whether it be through special events, restaurants, catering, or any culinary facet. Through this course we are offering an opportunity to explore that curiosity by learning and defining hospitality as it applied to these various groups. The course will include lectures and instructional lessons about the industry which is set to include cooking classes, culinary techniques and advice from restaurateurs, chefs, and event planners. Our goal is to use this course as a platform to unite those with experience in the hospitality industry with those who are just starting off. This is a unique opportunity and all with interest are encouraged to enroll.

CE-CRXPL 2031PE, 10 M/W, Nov. 1-Dec. 6 (skip Nov. 24), 6:30-8:30, \$259. #83945

Conducting User Research

How do you design a product or service that your users will love? By conducting user research, the first step in the UX design process. Learn about the different types of user research and where it fits in your design process. Learn how to plan a research project, practice different methods of research such as user interviews, competitive analysis, card sorting and surveys. You will also learn methods to communicate your findings using personas and journey maps and how to run a usability test.

CE-DGART 2136PE, 3 T/W/TH, Nov. 2-4, 6:00-9:00 pm, \$171. #83946

Digital Painting and Drawing for Adults

In this course students will explore digital painting and drawing. This course will cover digital painting in ways that closely mirror traditional drawing and painting. It will also include the advantages of working digitally, and learn techniques unique to the digital environment that will significantly speed up workflow. Projects will include a still-life, black and white portrait, color portrait and a landscape. The primary software students will be using is Adobe Photoshop and the course will also include the use of a drawing tablet and stylus.

CE-DGART 2116PE, 6 Sat., Nov. 6-Dec. 18 (skip Nov. 27), 10:00 am-1:00 pm, \$300. #83947

ARTS & CRAFTS

Painting and Drawing for Adults

Get your ideas out of your sketchbook! Students will enjoy painting in the studio in class and outdoors in an interactive environment. In this class will learn from discussion, group critique, examples of art while honing art skills of observation, gesture, composition, value, color mixing, and brushstroke, etc. The teaching artist demonstrates painting and drawing techniques for portraiture, representing the human form, and landscape, abstraction.

At Peekskill Center: CE-ART 2146PE, \$268.

12 Mon., Sept. 20-Dec. 6, 6:30-8:30 pm. #83948

Painting En Plein Air

Students will focus on outdoor landscape painting. Various locations throughout the local area will be selected. Rain dates TBA. Focus will be on color mixing, light and shadow, and composition. Students will be informed of the great plein air traditions of the Impressionists and the Hudson River School painters. Various approaches to landscape painting will be introduced, including water-mixable techniques in oil painting.

At Peekskill Center: CE-ART 2020PE, \$268.

8 Sat., Sept. 25-Nov. 13, 10:00 am-1:00 pm. #83949

Mixed Media Printmaking for Adults

This course will introduce innovative ways to make handmade prints while also introducing how technology such as computers and jet printers make printing possible and contemporary.

Students will make a portrait print based on a photograph, drawing from observation, and imagination. Students will make designs for printmaking projects like tee shirts, posters, and artwork to frame. The instructor will introduce soft linocut, monotype, stenciling, and how to marbled paper, to create prints on rice paper and other printmaking papers.

At Peekskill Center: CE-ART 2334PE, \$300.

8 Tues., Oct. 12-Nov. 30, 6:30-9:30 pm. #83950