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!
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, call 914-606-7300 or email peekskill@sunywcc.edu

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.

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.

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.

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.

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!
Call 914-606-7300 or email peekskill@sunywcc.edu to register for all courses in this section. Courses are held at the Peekskill Extension Center, located at 27 North Division Street, Peekskill, NY. Interested students with questions may contact Dr. Sherry Mayo at sherry.mayo@sunywcc.edu.

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., Mar. 5-19, 9:00 am-3:00 pm, $262. #18639

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., Mar. 26-Apr. 9, 9:00 am-3:00 pm, $262. #18640

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., Apr. 16-May 7, 9:00 am-3:00 pm, $315. #18641

Call 914-606-7300 or email peekskill@sunywcc.edu to register for all courses in this section.

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. The participants in this class will build from their own artist's vision statement to create a branding list, a business structure, and a marketing plan that targets clients and markets.
CE-THEAT 2035PE, 5 Wed., Feb. 2-Mar. 2, 6:30-8:30 pm, $155. #18642

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. Any questions? Contact Dr. Sherry Mayo at sherry.mayo@sunywcc.edu.
CE-CRXPL 2031PE, 10 M/W, Apr. 4-May 4, 6:30-8:30 pm, $259. #18643

INTERACTIVE DESIGN & DIGITAL ARTS

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, 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.

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 more 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 3D modeling.
CE-DGART 2131PE.

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.

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, 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, 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, 6:30-8:30 pm.

3D Animation Certificate–180 Hrs
This is a one-year, remote 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!
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, call 914-606-7300 or email peekskill@sunywcc.edu

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 Tues., Feb. 1-Apr. 5, 6:30-9:30 pm. #18644

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 Thurs., Feb. 3-Apr. 7, 6:30-9:30 pm. #18645

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 Tues., May 4-July 12 (skip July 5), 6:30-9:30 pm. #18646

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 Thurs., May 5-July 7, 6:30-9:30 pm. #18647

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 Tues., Sept. 13-Nov. 15, 6:30-9:30 pm. #18648

Demo Reel Creation and Exhibition-30 Hrs
In this course, students will use the technical, drawing, and storytelling skills they have learned in previous courses to produce their own demo reel. In addition, students will produce a portfolio necessary to work as a professional, freelance, or independent computer graphic artist. Students exhibit their final work at the Center for the Digital Arts Gallery.
CE-DGART 2098PE, 10 Thurs., Sept. 15-Nov. 17, 6:30-9:30 pm. #18649
Exhibition: Mon., Dec. 5, 2022-Wed., Jan. 4, 2023.

Social Media Specialist Certificate–60 Hrs
Social Media Specialist is a one-year, remote non-credit certificate program.
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 remote 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).

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

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.

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, call 914-606-7300 or email peekskill@sunywcc.edu

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.

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.

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.

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, 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, 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, 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, 6:00-9:00 pm, $105.

Social Media Specialist Certificate 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.

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, 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.

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!
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.
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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.

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, 6:30-9:30 pm, $367.

User Experience Design Portfolio
This course uses user research, wireframes and prototypes, user interface and interactive design, and usability testing to create real-world projects to prepare students for the UX/UI field. For certificate students only.
CE-DGART 2089PE, 14 M/W, Mar. 14-Apr. 27, 6:30-9:30 pm, $759.

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., May 1-June 19 (skip May 29), 10:00 am-1:00 pm, $367.

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.
CE-DGART 2119PE, 3 T/Th, May 3-10, 6:30-9:30 pm, $271.

Digital Photography Certificate–126 Hrs
This is a one-year, remote, non-credit certificate program.

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

Register for the entire certificate for $1,470! Interested students with questions should contact the Director, Dr. Sherry Mayo, at sherry.mayo@sunywcc.edu or 914-606-7385.

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

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.

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.

Digital Image Processing
Shooting in the RAW file format expands the potential for creating powerful and expressive images. Adobe Photoshop and Lightroom 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.

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.

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.

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.

Adobe Photoshop CC in 24 Hrs
Learn to use the latest version of Photoshop with time management features and enhancements for digital painting/drawing and web and video creation. This training package will include imaging formats, use of Photoshop in computer imaging, and output for the web. No previous experience with Photoshop necessary, previous computer experience required.
CE-DGART 2042PE 4 Sat., Mar. 5-26, 9:00 am-3:00 pm, $427. #18665

Adobe Illustrator CC in 24 Hrs
Learn to use this industry-standard vector image creation program for digital illustration for print and web. Includes drawing tools, Bezier curves, fonts, and use of Illustrator in graphic design. No previous experience with Illustrator necessary, previous computer experience required.
CE-DGART 2040PE, 4 Sat., Apr. 2-30 (skip Apr. 16), 9:00 am-3:00 pm, $427. #18666

3D Modeling and Printing for Adults 12 Hrs
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. Learn block coding to animate your 3D models. Our MakerBot studio is equipped with multiple 3D printers, and an array of filament colors.
CE-DGART 2069PE, 6 Tues., Feb. 22-Mar. 29, 7:00-9:00 pm, $175 (+ $50 materials fee). #18650
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To register for classes, call 914-606-7300 or email peekskill@sunywcc.edu

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., Feb. 20-Mar. 27, 9:00 am-1:00 pm, $414. #18651

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., Apr. 10-May 22 (skip Apr. 17), 9:00 am-1:00 pm, $414. #18652

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., Apr. 19-May 24, 6:30-9:30 pm, $258. #18653

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 will 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., Mar. 1-22, 6:00-9:00 pm, $190. #18654

FOR YOUTH AND TEENS

NEW! TinkerCAD for Kids 16 Hrs

TinkerCAD is a free web-based software that allows students to create 3D forms. These forms may be extruded, replicated, and combined to created elaborate shapes and works of art. Students will build in TinkerCAD and then output their artworks in our Makerspace as 3D prints. For ages 7-11.
CE-DGART 2112PE, 8 Sat., Apr. 2-May 21, 10:00 am-12:00 noon, $184 (+ $50 materials fee). #18656

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., Mar. 12-Apr. 30, 10:00 am-12:00 noon, $184. #18657

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. 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., Feb. 5-Apr. 9, 10:00 am-1:00 pm, $290. #18658

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, Feb. 1-Mar. 16, 6:30-8:30 pm, $352. #18659

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, Feb. 26-Mar. 6, 9:30 am-4:30 pm (30-minute lunch break), $295. #18660

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., Feb. 5-Mar. 12, 10:00 am-12:30 pm, $281. #18661

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, students 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., Feb. 7-Apr. 25, 6:30-8:30 pm. #18662

Mixed Media Printmaking for Adults
Discover innovative ways to make handmade prints in addition to how technology such as computers and jet printers make printing contemporary. Make portrait print based on a photograph, drawing from observation, and imagination. Printmaking projects include tee shirts, posters, and artwork to frame. The instructor will introduce soft linocut, monotype, stenciling, and how to marbleize paper, to create prints on rice paper and other printmaking papers.
At Peekskill Center: CE-ART 2334PE, $300.
8 Tues., Feb. 8-Mar. 29, 6:30-9:30 pm. #18663

Painting En Plein Air for Adults

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., Mar. 26-May 14, 10:00 am-1:00 pm. #18664