

2021 YOUTH ARTS TECHNOLOGY PROGRAM FOR CHILDREN AGES 7–10

The Youth Arts Technology program is a STEAM program focused on engaging youth in arts technology integration that will better prepare them for advanced study and work in the 21st century. STEAM (Science, Technology, Engineering, Art, and Mathematics) focuses on the hybridization of art and science and develops critical creative thinking. These courses are designed to encourage self-expression, collaboration, and innovation. Students will combine manual and digital skills to realize a take-away portfolio project.

Painting & Drawing

Get your ideas out of your sketchbook! Make your studio in your home; enjoy painting together, and being creative in this Zoom virtual studio class. Learn about traditional painting and drawing materials; students will learn from discussion, group critique, examples of art, while honing art skills of observation, gesture, composition, value, color mixing, and brush stroke. Students will make portfolio pieces.

CE-ART 2016PE, \$184.

July 12-22, 12:00 noon-2:00 pm. #6684

July 26-Aug. 5, 2:30-4:30 pm. #6686

Mixed Media Printmaking

This course will introduce innovative ways to make homemade prints while also introducing how everyday technology like computers and printers make printing possible and contemporary. Learning together remotely, students will make a portrait print by using 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 marleize paper, to create prints on rice paper and other printmaking papers.

CE-ART 2337PE, \$184.

July 26-Aug. 5, 9:30-11:30 am. #6689

Coding for Kids

Give your child the edge and have them engage in coding sequences of instructions that empower them to control robots and gaming interfaces. Students need to be able to write commands in the right sequence in order to communicate their instructions to others. Computer coding is what makes this possible and is a key 21st century competency for children today. Students will code stories, animations, and games and share them with others.

CE-COMP 2127PE, \$184.

July 12-22, 9:30-11:30 am. #6710

July 12-22, 2:30-4:30 pm. #6711

July 26-Aug. 5, 12:00 noon-2:00 pm. #6712

July 26-Aug. 5, 2:30-4:30 pm. #6713

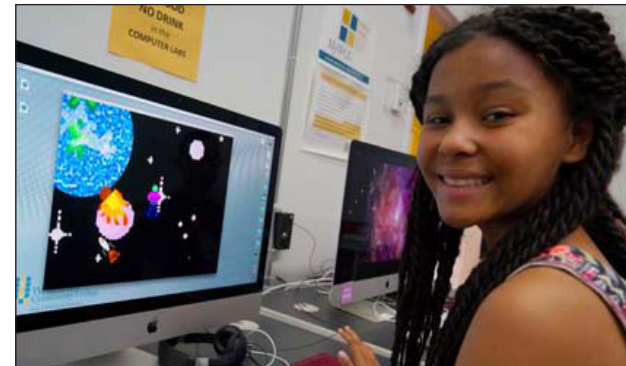
Digital Painting and Drawing

Learn how to utilize a stylus and tablet to create intricate texture maps for 3D objects, self-portraits, and compositing digital photography to create their own images. Students will engage in a deep understanding of the technical challenges of painting and drawing utilizing Adobe Photoshop with the help of a master digital painter.

CE-DGART 2064PE, \$184.

July 12-22, 2:30-4:30 pm. #6695 REVISED

July 26-Aug. 5, 2:30-4:30 pm. #6697



2D Animation

Students will imagine, develop, and design animated film shorts while practicing digital 2D animation. They will develop their own drawing to build characters and sets to support stories of their own creation. This class integrates traditional and digital media and skills. These stories will turn into digital illustrations and stop animations that will be translated into moving images in time-based software.

CE-DGART 2066PE, \$184.

July 12-22, 9:30-11:30 am. #6714 CANCELED

July 26-Aug. 5, 9:30-11:30 am. #6715 REVISED

TinkerCAD for Kids

TinkerCAD is a free web-based software that allows students to create 3D forms. These forms may be extruded, replicated, and combined to create elaborate shapes and works of art. Students will build in TinkerCAD and then output their artworks in our Makerspace as 3D prints.

CE-DGART 2112PE, \$184.

July 12-22, 12:00 noon-2:00 pm. #6717

July 26-Aug. 5, 9:30-11:30 am. #6718

Registration Information

CLASSES DO NOT MEET ON FRIDAYS

2-hour classes are \$184

4-hour classes are \$236

Students may register for one or more classes for their age group.

All non-credit classes at extension sites, including youth programs, will be charged a one-time, non-refundable registration fee of \$5.00.

All classes will be held live on Zoom. A remote orientation can be set up with one of the tech assistants to ensure students have the proper equipment to handle applications used during the program prior to registration.

Game Design* & 3D Animation* meet from 9:30 am-2:00 pm with a half-hour break at 11:30 am (total 4 class hours).

2-hour classes meet from 9:30-11:30 am, 12:00 noon-2:00 pm, and 2:30-4:30 pm.

For more information on technology requirements, email Myron.MockYen@sunywcc.edu

For more information on registration, email peekskill@sunywcc.edu

2021 YOUTH ARTS TECHNOLOGY PROGRAM FOR TEENS AGES 11–17

SUMMER 2021 YOUTH Arts Technology Program

for ages 7-17

Registration Opens on Monday, April 5

Robotics

Enable your student to make robots that move, make sounds, display lights, etc. Using the latest technology students will create their own mechanized robot of their own design. Students will learn the latest in electronics, coding, and 3D printing technology.

CE-DGART 2074PE, \$184.

July 12-22, 9:30-11:30 am. #6704 **CANCELED**

July 12-22, 12:00 noon-2:00 pm. #6705 **CANCELED**

July 26-Aug. 5, 9:30-11:30 am. #6706

July 26-Aug. 5, 12:00 noon-2:00 pm. #6707

CAD for Teens

CAD, Computer Aided Design, is a professional software tool that enables architects, engineers, industrial designers, etc. to analyze, prototype, and optimize their designs. This is a great opportunity to give your student access to training on an industrial tool that enables them to make details engineering drawings and create 3D prints from them.

CE-DGART 2113PE, \$184.

July 12-22, 9:30-11:30 am. #6708 **REVISED**

July 26-Aug. 5, 12:00 noon-2:00 pm. #6709



Painting & Drawing

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CE-ART 2016PE, \$184.

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July 26-Aug. 5, 2:30-4:30 pm. #6686



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CE-ART 2337PE, \$184.

July 12-22, 9:30-11:30 am. #6688

Game Design*

You play e-sports but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires the technical ability of a computer programmer and the creativity of an artist. Dive into interactivity with a multimedia designer. Start programming and designing your own games. Students will work with a game designer to develop characters and interactive user experience.

CE-DGART 2016PE, \$236.

July 12-22, 9:30 am-2:00 pm. #6690

July 26-Aug. 5, 9:30 am-2:00 pm. #6691

3D Animation*

Students will learn the mechanics of Maya, an industry-grade 3D software environment, and produce a moving character of their own investigation. This studio offers 3D printing technologies. Students will be able to take home a QuickTime movie of their animation and a 3D print of their form.

CE-DGART 2033PE, \$236.

July 12-22, 9:30 am-2:00 pm. #6692

July 26-Aug. 5, 9:30 am-2:00 pm. #6693

Digital Painting and Drawing

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CE-DGART 2064PE, \$184.

July 12-22, 9:30-11:30 am. #6694

July 26-Aug. 5, 12:00 noon-2:00 pm. #6696

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, Garage Band, and chroma keying.

CE-DGART 2065PE, \$184.

July 12-22, 2:30-4:30 pm. #6698

July 26-Aug. 5, 2:30-4:30 pm. #6699

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CE-DGART 2066PE, \$184.

July 12-22, 12:00 noon-2:00 pm. #6701

July 26-Aug. 5, 9:30-11:30 am. #6702 **CANCELED**

