

2026 SUMMER YOUTH ARTS TECHNOLOGY PROGRAM

Center for the Digital Arts • 27 North Division Street Peekskill, NY 10566
www.sunywcc.edu/peekskill • 914-606-7300 • peekskill@sunywcc.edu

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.

Advanced Coding for Kids

In Advanced Coding for Kids, your child will advance their programming skills by transitioning from Scratch to Python. This course deepens their understanding of general programming principles, enabling them to tackle more complex challenges and carve out their paths as budding developers. A vital curriculum component involves creating games with Python, enhancing their grasp of game development and programming concepts. Pre-requisite Coding for Kids.

CE-COMP 2279PE, \$201.

IN-PERSON July 6-16, 12:00-2:00 pm. #6640

IN-PERSON July 20-30, 9:30-11:30 am. #6641

Digital Painting and Drawing

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

CE-DGART 2064PE, \$201.

IN-PERSON July 6-16, 2:30-4:30 pm. #6648

IN-PERSON July 20-30, 12:00-2:00 pm. #6649

Handmade Printmaking for Kids

This course offers an exploration of printmaking techniques, both traditional and contemporary. The following methods will be taught: Linoleum cutting (linocut prints), screen printing, history of the printing press, collagraph printing, and monotype printing. Students will create diverse printmaking projects using a printing press.

CE-ART 2365PE, \$201.

IN-PERSON July 20-30, 9:30-11:30 am. #6660

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, \$201.

IN-PERSON July 6-16, 9:30-11:30 am. #6642



Painting & Drawing

Take your ideas beyond the sketchbook in this engaging studio course. Students will enjoy a welcoming, interactive, and social setting as they explore painting and drawing techniques. Through discussion,

JULY 6 – 16
JULY 20 – 30

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CLASSES FOR CHILDREN AGES 7–10

group critique, and inspiring artworks, participants will build skills in observation, gesture, composition, value, color mixing, and brushwork. The teaching artist demonstrates approaches to portraiture, the human form, landscape, and abstraction, helping students grow creatively and confidently.

CE-ART 2016PE, \$201.

IN-PERSON July 6-16, 12:00-2:00 pm. #6662

IN-PERSON July 20-30, 2:30-4:30 pm. #6663

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, \$201.

IN-PERSON July 6-16, 9:30-11:30 am. #6643

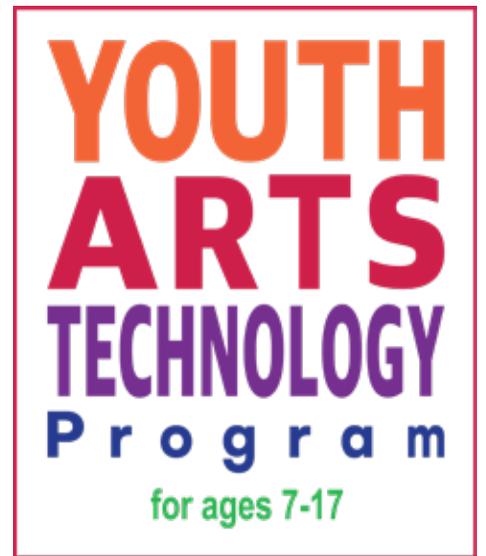
IN-PERSON July 20-30, 2:30-4:30 pm. #6644

3D Design, Circuits & Creative Tech for Kids

Bring ideas to life in this hands-on, high-energy course that blends art, design, and technology! Students will explore TinkerCAD, a free, web-based design platform, to create imaginative 3D forms. As their skills grow, students will 3D print their designs and move into block-based coding and electronic circuits. The fun continues with Chibitronics, where students design interactive, programmable drawings using light, motion, and simple circuits.

CE-DGART 2112PE, \$201 (+ \$50 materials fee).

IN-PERSON July 20-30, 9:30-11:30 am. #6647



Registration Opens Monday, March 23

Registration Information

**SESSIONS RUN MONDAY THROUGH THURSDAY
 CLASSES DO NOT MEET ON FRIDAYS**

Students may register for one or more classes for their age group. A half-hour break is offered at 11:30 am* and 2:00 pm for students continuing to the afternoon sessions.

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

Access to a Gmail account is required. Gmail accounts should be set-up with parental permission prior to the first class.

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

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



Registration Opens Monday, March 23

Mixed Reality for Teens*

Students will explore the endless possibilities of augmented and virtual reality and immersive computing. They will be exposed to the technical and experimental design foundation required for implementing immersive environments in current and future virtual, augmented, mixed-reality platforms. Students will actively design their immersive worlds using Unity 3D.

CE-DGART 2151PE, \$266.

IN-PERSON July 6-16, 9:30 am-2:00 pm. #6658

IN-PERSON July 20-30, 9:30 am-2:00 pm. #6659

Handmade Printmaking for Teens

This course offers an exploration of printmaking techniques, both traditional and contemporary. The following methods will be taught: Linoleum cutting (linocut prints), screen printing, history of the printing press, collagraph printing, and monotype printing. Students will create diverse printmaking projects using a printing press.

CE-ART 2366PE, \$201.

IN-PERSON July 6-16, 2:30-4:30 pm. #6661

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 field that requires both creative technical and design skills to construct board games, characters, build terrains, and interactive user experiences.

CE-DGART 2016PE, \$266.

IN-PERSON July 6-16, 9:30 am-2:00 pm. #6656

IN-PERSON July 20-30, 9:30 am-2:00 pm. #6657



Painting & Drawing

Take your ideas beyond the sketchbook in this engaging studio course. Students will enjoy a welcoming, interactive, and social setting as they explore painting and drawing techniques. Through discussion, group critique, and inspiring artworks, participants will build skills in observation, gesture, composition, value, color mixing, and brushwork. The teaching artist demonstrates approaches to portraiture, the human form, landscape, and abstraction, helping students grow creatively and confidently.

CE-ART 2016PE, \$201.

IN-PERSON July 6-16, 9:30-11:30 am. #6664

IN-PERSON July 20-30, 12:00-2:00 pm. #6665

Digital Painting and Drawing

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CE-DGART 2064PE, \$201.

IN-PERSON July 6-16, 12:00-2:00 pm. #6650

IN-PERSON July 20-30, 2:30-4:30 pm. #6651

JULY 6 – 16
JULY 20 – 30

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CLASSES FOR TEENS AGES 11–17

2D Animation

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CE-DGART 2066PE, \$201.

IN-PERSON July 6-16, 2:30-4:30 pm. #6645

IN-PERSON July 20-30, 12:00-2:00 pm. #6646



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, \$266.

IN-PERSON July 6-16, 9:30 am-2:00 pm. #6652

IN-PERSON July 20-30, 9:30 am-2:00 pm. #6653



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 students 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, \$201.

IN-PERSON July 20-30, 2:30-4:30 pm. #6655

Drone Building for Teens

Unlock the thrill of flight in our engaging Drone Building course! Designed for teens, this hands-on program allows you to design, build, and fly your own drones. You'll dive into both the hardware and software aspects of drone construction, learning essential skills along the way. With expert guidance from your instructor, you'll program your drones and learn how to operate them. No prior experience needed--just bring your enthusiasm and curiosity!

CE-HOBBY 2018PE, \$201.

IN-PERSON July 6-16, 9:30-11:30 am. #6666

IN-PERSON July 20-30, 12:00-2:00 pm. #6667

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 detailed engineering drawings and create 3D prints from them.

CE-DGART 2113PE, \$201.

IN-PERSON July 6-16, 2:30-4:30 pm. #6654

IN-PERSON July 20-30, 2:30-4:30 pm. #6655