

The logo for SUNY Westchester Peekskill features a stylized bar chart with three vertical bars of increasing height, colored in shades of orange and blue.

SUNY WESTCHESTER PEEKSKILL

Design the Future. Code the Vibe.



Sherry Mayo, made with MidJourney

Fall 2026

About SUNY Westchester Peekskill, Center for the Digital Arts

Dr. Sherry Mayo, Director

Located in the heart of Peekskill's vibrant downtown arts district, the SUNY Westchester Peekskill Center for the Digital Arts offers innovative opportunities for students and community members to explore creativity, technology, and career-focused education. Residents can begin their college journey close to home through credit-bearing liberal arts and humanities courses, while the Center's robust English as a Second Language (ESL) program supports the needs of the region's diverse community.

Creative Technology Workforce Hub and Interactive Technology Programs

The Peekskill Center serves as a hub for digital arts and creative technology education, featuring five state-of-the-art post-production studios. Students can pursue training in high-demand fields including:

- 3D Animation and Visual Effects
- Artificial Intelligence for Business Owners
- Digital Photography and Advanced Digital Photography
- Game Design and Interactive Media
- Illustration and 2D Animation
- Mixed Reality (XR)
- Virtual Reality Development
- Social Media Specialist Training
- Web Design and Digital Publishing
- Coding with AI

The Center also offers a Historic Preservation Certificate Program, a wide range of non-credit professional development courses, and studio arts classes for adults. Each summer, the Center hosts its popular Youth Arts Technology Program, providing creative technology experiences for younger learners.

State of the Art Facilities

The Peekskill Center's 20,000-square-foot facility provides an advanced learning environment designed specifically for digital arts and technology education. The facility includes:

- 11 smart classrooms
- 5 post-production studios
- A greenscreen production and podcast studio
- A makerspace equipped with seven 3D printers
- 75 Apple workstations and 15 Microsoft Surface devices

These resources support hands-on learning and professional-level creative production.

A Community Hub for Learning and Growth

Serving approximately 1,000 students annually, the Peekskill Center is a cornerstone of the local community. Conveniently located near Peekskill's cultural venues, galleries, and restaurants, the Center provides comprehensive student services including:

- Admissions and academic advising
- Financial aid assistance
- Registrar and bursar services
- Academic support, workshops, and student activities
- Technical support

The Center also plays an important role in regional workforce development, helping adults build practical skills for careers in the creative and digital economy.

The SUNY Westchester Peekskill Center for the Digital Arts is more than a learning institution—it is a vibrant hub where creativity, technology, and community come together to prepare students for the future.

Youth Arts Technology Program Highlights

During the fall and spring semesters, the Peekskill Center offers its dynamic Youth Arts Technology Program, featuring a STEAM-focused curriculum (Science, Technology, Engineering, Art, and Mathematics). These programs nurture creativity, collaboration, problem-solving, and critical thinking—essential skills for the 21st century.

Students explore technology-driven artmaking through hands-on projects such as:

- Painting and drawing to strengthen observational skills
- Coding and robotics, learning to program and control robots
- Game design, developing digital games from concept to creation
- Mixed reality, creating immersive interactive environments using AR and VR

Students collaborate, experiment, and develop both digital and traditional creative skills while building portfolio projects that showcase their work.

LEARN MORE

Website

www.sunywcc.edu/peekskill

Youth Arts Technology Program

www.sunywcc.edu/peekskill/youth

Email

peekskill@sunywcc.edu

Phone

914-606-7300

Sobre el Centro de Artes Digitos de SUNY Westchester Peekskill

Dra. Sherry Mayo, Directora

Ubicado en el corazón del vibrante distrito artístico del centro de Peekskill, el Centro de Artes Digitales SUNY Westchester Peekskill ofrece oportunidades innovadoras para que estudiantes y miembros de la comunidad exploren la creatividad, la tecnología y la formación orientada a la carrera profesional. Los residentes pueden comenzar su trayectoria universitaria cerca de casa mediante cursos de artes liberales y humanidades con créditos académicos, mientras que el sólido programa de inglés como segundo idioma (ESL) del Centro satisface las necesidades de la diversa comunidad de la región.

Centro de Formación Profesional en Tecnologías Creativas y Programas de Tecnología Interactiva

El Centro Peekskill funciona como un centro neurálgico para la educación en artes digitales y tecnologías creativas, y cuenta con cinco estudios de posproducción de última generación.

Los

estudiantes pueden capacitarse en áreas de alta demanda, entre las que se incluyen:

- Animación 3D y efectos visuales
- Inteligencia artificial para empresarios
- Fotografía digital y fotografía digital avanzada
- Diseño de videojuegos y medios interactivos
- Ilustración y animación 2D
- Realidad mixta (XR)
- Desarrollo de realidad virtual
- Formación de especialistas en redes sociales
- Diseño web y publicación digital
- Programación con IA

El Centro también ofrece un programa de certificación en conservación histórica, una amplia gama de cursos de desarrollo profesional sin créditos y clases de bellas artes para adultos. Cada verano, el Centro organiza su popular Programa Juvenil de Tecnología Artística, que brinda experiencias tecnológicas creativas a los más jóvenes.

Instalaciones de Vanguardia

Las instalaciones del Centro Peekskill, con una superficie de 1858 metros cuadrados (20,000 pies cuadrados), ofrecen un entorno de aprendizaje avanzado diseñado específicamente para la enseñanza de las artes digitales y la tecnología.

Las instalaciones incluyen:

- 11 aulas inteligentes
 - 5 estudios de postproducción
 - Un estudio de producción con pantalla verde y un estudio de podcasts
 - Un espacio de creación equipado con siete impresoras 3D
 - 75 estaciones de trabajo Apple y 15 equipos Microsoft Surface
- Estos recursos fomentan el aprendizaje práctico y la producción creativa al nivel profesional.

Una comunidad para el aprendizaje y el crecimiento

El Centro Peekskill, que atiende a aproximadamente 1000 estudiantes anualmente, es un pilar fundamental de la comunidad local. Convenientemente ubicado cerca de los centros culturales, galerías y restaurantes de Peekskill, el Centro ofrece servicios estudiantiles integrales, que incluyen:

- Admisiones y asesoramiento académico
- Asistencia financiera
- Servicios de registro y servicios de tesorería
- Talleres de apoyo académico y actividades estudiantiles
- Apoyo técnico

El Centro también desempeña un papel importante en el desarrollo de la fuerza laboral regional, ayudando a los adultos a adquirir habilidades prácticas para carreras en la economía creativa y digital.

El Centro de Artes Digitales de SUNY Westchester Peekskill es más que una institución educativa: es un vibrante centro donde la creatividad, la tecnología y la comunidad se unen para preparar a los estudiantes para el futuro.

Aspectos destacados del Programa Juvenil de Tecnología Artística

Durante los semestres de otoño y primavera, el Centro Peekskill ofrece su dinámico Programa Juvenil de Tecnología Artística, con un currículo centrado en S.T.E.A.M. (Ciencia, Tecnología, Ingeniería, Arte y Matemáticas). Estos programas fomentan la creatividad, la colaboración, la resolución de problemas y el pensamiento crítico, habilidades esenciales para el siglo XXI. Los estudiantes exploran la creación artística impulsada por la tecnología a través de proyectos prácticos como:

- Pintura y dibujo: fortalecen la observación
- Programación y robótica: aprende a programar y controlar robots
- Diseño de videojuegos: crea juegos digitales desde la idea hasta la ejecución
- Realidad mixta: desarrolla entornos inmersivos e interactivos con AR y VR

Los estudiantes colaboran, experimentan y desarrollan habilidades creativas tanto digitales como tradicionales, mientras crean proyectos para su portafolio que muestran su trabajo.

Aprenda información

Sitio web: www.sunywcc.edu/peekskill

Programa de Tecnología y Artes para Jóvenes:
www.sunywcc.edu/peekskillyouth

Correo electrónico: peekskill@sunywcc.edu

Teléfono: 914-606-7300

Student Services

Placement Testing

New students, and those taking English or Math, are required to take a placement test. For more information, including the Direct Self-Placement Questionnaires:
Visit www.sunywcc.edu/testingcenter

Academic Counseling

Unsure of where you are heading? Wondering what to take next? Meet with our Academic Counselor, Jennifer Londono! Visit www.sunywcc.edu/peekskill and click the Counseling tab for hours and to sign-up for an appointment, or email jennifer.londono@sunywcc.edu to reach her directly.

Financial Aid Counseling

Financial aid counseling is available on Wednesdays in Peekskill, 5:30-7:30 pm — via Zoom and in-person by appointment or on a walk-in basis. You may also speak to a counselor remotely any other time the queue is available:
Visit www.sunywcc.edu/getassisted

Student Support Services

Services address challenges including stress, concerns, and health obstacles that may interfere with college completion. Your success matters.
Visit www.sunywcc.edu/ss

Mental Health and Counseling Services

Feeling stressed? Overwhelmed? Depressed? Free...Confidential...Mental Health Support.
Visit www.sunywcc.edu/mentalhealth

Tutoring

The Academic Support Center on the Valhalla Campus provides ongoing tutorial assistance for students. Both in-person and remote tutoring options are available. For more information:
Visit www.sunywcc.edu/asc

Internships

Are you a student who would like an internship?

SUNY Westchester Community College students are placed in local businesses as part of our internship program and may receive college credit while learning on the job.

Are you a business that would like an intern?

Our students receive extensive training working as interns in graphics studios and multimedia production houses throughout the metropolitan area designing graphics, videos, websites, and interactive designs.

To inquire about general internships:

SUNY Westchester Community College welcomes businesses and non-profit organizations to join our roster of companies that participate in our Digital Arts Internship Programs. Contact Gelaine Williams, Career and Transfer Center Director, at Gelaine.Williams@sunywcc.edu

Film internships: contact Craig Padawar, Curriculum Chair of the Film Department at Craig.Padawar@sunywcc.edu

Digital Arts internships: contact Deborah Krikun, Associate Professor, Curriculum Chair Interactive Technologies AAS, School of Business and Professional Careers, Valhalla Campus and Center for the Digital Arts at Deborah.Krikun@sunywcc.edu

Registration Information

Registration Is Now Open!

Register early and get the class you want by logging in to your MyWCC. Visit www.sunywcc.edu/peekskill and click the Counseling tab to speak to an academic counselor.

Speak with a Student Financial Assistance Representative Visit www.sunywcc.edu/finaid-bursar to speak with a Student Financial Assistance Representative about financial aid. Representatives are available to help you over the phone or email. Email General Information, Questions, Submit documentation: finaid@sunywcc.edu

NEW STUDENTS

Newly accepted students must activate their MyWCC portal and complete the Let's Get Started! Module. Please visit www.sunywcc.edu/getonboard for more details and next steps!

Registration Information

- Students with a MyWCC account can register via College Scheduler at www.sunywcc.edu/collegescheduler
- NYS non-Westchester county residents must submit a Certificate of Residence from their county annually in order to receive the lowest tuition rate. For the form, visit www.sunywcc.edu/bursar under Certificate of Residency.
- Student Tuition & Fees: www.sunywcc.edu/tuition-fees
- Immunization Requirements: www.sunywcc.edu/immunizations

Payments

Students can pay by logging in to their MyWCC portal or in person. Please visit www.sunywcc.edu/drop-dates for payment due dates. Balances that are not paid in full by 9:00 pm on the payment due dates may result in students being dropped from classes. Visit www.sunywcc.edu/bursar with any questions.

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Credit Classes

PEEKSKILL 15-Week Classes

Beginning September 1, 2026

Beginning Algebra*	M/W	IP	8:00-9:50 am	Math93	78919
Introduction to Psychology	M/W	IP	9:00-10:15 am	Pysch101	77914
Computer Information Systems	T	IP	1:00-4:50 pm	CIS110	78697
Writing and Literature	T	IP	6:00-8:50 pm	Eng102	78216
College Algebra	T/TH	IP	9:00-10:50 am	Math131	79194
Writing and Research	T/TH	IP	10:00-11:15 am	Eng101	78074
Writing Studio (linked with ENG 101 78262)**	T/TH	IP	2:00-2:50 pm	Eng99	78263
Writing and Research (combined with 78261)	T/TH	IP	12:30-1:45 pm	Eng101	78262
Writing and Research (combined with 78159)	T/TH	IP	6:00-7:15 pm	Eng101	78166
Writing Studio (linked with ENG 101 78166)**	T/TH	IP	7:30-8:20 pm	Eng99	78158
Digital Design	TH	IP	6:00-9:50 pm	Itech100	78890

PEEKSKILL 7.5-Week Classes

Beginning September 1, 2026

First Year Seminar	T/TH	IP	11:30 am-12:20 pm	FYS101	78550
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Beginning October 27, 2026

Business Organization and Management	SA	IP	12:00 am-2:50 pm	MGT101	78720
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PEEKSKILL 12-Week Classes

Beginning September 22, 2026

Speech Communication	M	IP	9:00 am-12:30pm	Comm109	78073
Macroeconomics	M	HF	1:00-4:30 pm	Econ101	78548
Spanish Conversation 1	M	IP	6:00-9:30 pm	Span103	78354
College Algebra	M/W	IP	1:00-3:15 pm	Math131	79344
College Quantitative Reasoning	M/W	IP	5:30-7:05 pm	Math117	79681
College Quantitative Reasoning (linked with MATH 99 79342)	M/W	IP	6:00-7:35 pm	Math117	79343
College Algebra	M/W	IP	6:30-8:45 pm	Math131	79311
Quantitative Reasoning Studio (linked with MATH 117 79343)	M/W	IP	7:45-8:50 pm	Math99	79342
Introduction to Sociology	M/F	IP	11:00 am-12:35 pm	Soc101	78409
Art of the Modern World	T	IP	6:00-8:50 pm	Art109	78490
20th Century U.S. History	T	IP	6:00-9:35 pm	HIS112	78477
Microeconomics	T/TH	IP	8:00-9:35 am	Econ102	78402
Nutrition for Healthcare	W	IP	6:00-9:30 pm	Nutr109	79607
Drawing 1	TH	IP	11:30 am-4:00 pm	Art101	78132
Introduction to Film	TH	IP	6:00-9:30 pm	Film100	78499
Digital Animation 1	F	IP	12:00-4:30 pm	Art147	78436
Speech Communication	SA	HF	10:00-11:35 am	Comm109	79589
Computer Information Systems	SA	HY	1:30-3:55 pm	CIS110	78846
Introduction to Psychology	SA	IP	1:00-4:30 pm	Psych101	78494

* Developmental course/A prerequisite or corequisite to a credit-bearing course (0 credits earned, tuition will apply)

** Grouped Eng101 Writing and Research and Eng99 Writing Studio must be taken together

Visit the Academic Catalog catalog.sunywcc.edu for pre/corequisites

In case of college closings due to inclement weather, please visit our web page at www.sunywcc.edu, the college Facebook page, or call 914-606-6900 for announcements.

Fall 2026 Full-Time Resident tuition is \$2,765. Additional fees apply.
www.sunywcc.edu/tuition-fees

SUNY Westchester Community College adheres to the policy that no person on the basis of race, color, creed, national origin, age, gender, sexual orientation, or handicap is excluded from, or is subject to discrimination in, any program or activity.

Mode of Instruction Descriptions

Hybrid Asynchronous (HY) Combination of asynchronous online and in-person instruction modes. Your course will take place asynchronously via Brightspace; in addition, your instructor will meet with you on campus (in-person) on scheduled days and times.

HyFlex (HF) Combination of synchronous online and in-person instruction modes. Your course will meet on campus (in-person) on scheduled days and times; however, you may attend remotely via BrightSpace and Zoom. Remote students are integrated with the live class by the instructor.

In-Person (IP) Course schedule will indicate the days and times you will meet in-person on campus.

Hybrid Synchronous (HS) Combination of synchronous online and in-person instruction modes. Your course will take place remotely via Brightspace and Zoom on scheduled days and times; in addition, your instructor will meet with you in-person on campus on scheduled days and times.

Non-Credit Certificates



GAME DESIGN CERTIFICATE (140 HRS)

The Game Design Certificate at SUNY Westchester Peekskill Center for the Digital Arts offers hands-on training in Unity and Maya, focusing on programming, 3D modeling, and storytelling. Through project-based learning, students develop industry-ready portfolios, gaining the technical and creative skills needed for careers in game development or advancement in the field. This is a hybrid, non-credit program. Students must register for the entire program at the time of registration; a payment plan is available.

For details, visit www.sunywcc.edu/game-design

Program tuition is \$1,928.

Game Mechanics and Systems Design

This course will teach the fundamentals of game design, rule design, and decision-making. Students will delve into a game's genre, theme, and goals to develop an overall systems design.

CE-DGART 2170PE

7 Mon., Sept. 14-Oct. 26, 6:30-9:00 pm.

Game Programming 1

This course teaches you to utilize the Unity game engine and the powerful C# scripting language to develop polished games. Students will create two games, 2D and 3D, that explore various game development features. The course material begins with the fundamentals of game development and gradually builds up to more advanced techniques and abilities. Students can develop their games through the Unity game engine and write code with C# scripting language by course completion.

CE-DGART 2171PE

7 Wed., Sept. 16-Oct. 28, 6:30-9:00 pm.

Visual Storytelling

Students will learn the craft of storytelling using imagery and world-building. The various elements of the game will be brought together in terms of developing a story narrative and theme driven by visual elements.

CE-DGART 2172PE

7 Mon., Nov. 9-Dec. 21, 6:30-9:00 pm.

Digital 3D Modeling

In this course, we will explore the world of digital 3D modeling using the program, Blender. Over the last four decades, DCC (Digital Content Creation) programs have become sophisticated, friendly to use, and accessible. This is a foundation 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. Students will complete modeling exercises and create original works of their own design.

CE-DGART 2173PE

7 Wed., Nov. 4-Dec. 23, (skip 11/25), 6:30-9:00 pm.

Environmental Design

Students will study how players interact with their environments and develop game worlds that reflect optimal player interaction. This course will build on Visual Storytelling and design an environment for the game that supports the story and gameplay and how they interact.

CE-DGART 2174PE

7 Mon., Feb. 1-Mar. 15, 2027, 6:30-9:00 pm.

Character Rigging

Students will now look at creating basic rig setups to more advanced 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.

CE-DGART 2175PE

7 Weds., Feb. 3-Mar. 17, 2027, 6:30-9:00 pm.

Game Programming 2

Students will become deeply involved by learning more complex game development systems and programming. The course focuses on advanced techniques that coincide with methods used by experts in the industry. During the course, each student can choose to make a 2D or 3D game for the whole semester or two games over the semester. This game will form the basis of their portfolio piece. Students will have a portfolio piece by the end of the game and an understanding of the day-to-day work of programming.

CE-DGART 2176PE

7 Mon., Mar. 22-May 3, 2027, 6:30-9:00 pm.

Artificial Intelligence for Game Design

AI can provide valuable player feedback and thereby offer design recommendations, allowing for rapid prototyping of game elements. AI generates responsive, adaptive, or intelligent behaviors primarily in non-playable characters (NPCs), similar to human-like intelligence. AI imagery may also be utilized in games.

CE-DGART 2177PE

7 Wed., Mar. 24-May 5, 2027, 6:30-9:00 pm.

Non-Credit Certificates



3D ANIMATION CERTIFICATE (252 HRS)

This intensive, online, two-semester 3D Animation Certificate offered by the SUNY Westchester Peekskill Center for the Digital Arts guides students through the 3D production pipeline—from modeling to final rendering. Ideal for careers in film, games, or commercial work, students complete a demo reel for their portfolio, showcased in a final exhibition. Prerequisite: basic computer knowledge. Students must register for the entire program at the time of registration; a payment plan is available.

For details, visit www.sunywcc.edu/3d-cert

Program tuition is \$2,880.

Modeling I for Animation

This course will introduce students to creating hard surface modeling for environments 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, we will begin exploring texturing some of the assets created and look development with Adobe Substance 3D Painter and rendering with Arnold in Maya.

CE-DGART 2093PE

14 Mon., Sept. 14-Dec. 14, 6:30-9:30 pm.

Animation I

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

CE-DGART 2094PE

14 Weds., Sept. 16-Dec. 23, (skip 11/25), 6:30-9:30 pm.

Modeling II/Digital Sculpting for Concept and Animation

This course will introduce students to creating organic characters and sculpture for production using Autodesk Maya and Maxon 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 continue texturing and rendering a character turntable for their portfolio. (Prerequisite Modeling I for Animation).

CE-DGART 2095PE

14 Mon., Jan. 4-Apr. 12, 2027, (skip 1/18), 6:30-9:30 pm.

Animation II

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

14 Wed., Jan. 6-Apr. 7, 2027, 6:30-9:30 pm.

Animation III

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 focus on the importance of using reference. They will be recording their own live video reference to help with timing and posing for their animations. (Prerequisite Modeling II/Digital Sculpting for Concept and Animation).

CE-DGART 2097PE

14 Mon., Apr. 26-Aug. 9, 2027, (skip 5/31 & 7/5), 6:30-9:30 pm.

Demo Reel Creation and Exhibition

In this course, students will use the technical, drawing, and storytelling skills they have learned in the previous courses to produce their own unique project for their 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

14 Wed., Apr. 28-Aug. 4, 2027, (skip 7/7), 6:30-9:30 pm.

To apply for certificate programs,
(excluding Social Media Specialist, AI for Business Owners,
and the Historic Preservation programs)
visit www.sunywcc.edu/peekskill-apply

To register for certificate programs,
email Carmen.Marrinan@sunywcc.edu
or contact SUNY Westchester Peekskill Center for Digital Arts
at 914-606-7300 or email Peekskill@sunywcc.edu

Non-Credit Certificates



ILLUSTRATION & 2D ANIMATION CERTIFICATE (206 HRS)

The Illustration and 2D Animation Certificate program at SUNY Westchester Peekskill Center for the Digital Arts builds foundational skills in illustration, character design, and animation using tools like Adobe Photoshop, After Effects, Premiere, Procreate, and TV Paint. In 206 hours, students create a professional portfolio. This is an in-person program. Students must register for the entire program at the time of registration; a payment plan is available.

For details, visit www.sunywcc.edu/illustration-2d

Program tuition is \$2,667.

Foundations of Illustration

This class delves into the essential principles of Illustration and the art of creating compelling visual narratives. Students will gain expertise in project management, compositional design, figure drawing, anatomy, and perspective. In this creative journey the use of traditional tools is encouraged, while also harnessing industry-standard software to create a polished digital portfolio. The objective is to enable students to produce portfolio pieces that meet professional standards to secure freelance or industry-based opportunities. This class will be in-person with bi-weekly critique sessions to foster a collaborative and growth-oriented learning environment.

CE-DGART 2160PE

10 Thurs., Sept. 10-Nov. 12, 6:30-9:30 pm.

Storyboarding: Drawing for Animation

This class focuses on sequential storytelling in animation, commercials, and feature films. Discover how to dynamically move point-of-view to emphasize moods and action to help unfold stories visually. Using creative shots to guide the audience's attention to important details that move the story forward. Students will develop storyboards using lecture descriptions, short stories, and scripts. In the journey industry-standard software will be used as well as traditional tools to create and organize content across multiple mediums. The objective is for students to produce a collection of professional storyboard pieces that can be used to secure freelance or industry-based opportunities. This class will be involved in-person assignments, culminating in the creation of a final printed portfolio.

CE-DGART 2161PE

10 Sat., Sept. 12-Dec. 5, (skip 10/17, 11/14 & 11/28), 9:30 am-12:30 pm.

Character Design: Building Worlds

In this class, students immerse themselves in the art of character and world design. They will focus on creating concepts for comics, animation, video games, and feature films. The journey will involve constructing a five-point cast of characters to breathe life into new stories. Students will explore techniques for visually conveying their emotions, personalities, outfits, equipment, weapons, and poses important to the characters. Furthermore, they will create key locations that define these characters and the world they live in. Throughout the course, students will develop engaging biographies, unique with descriptive details. Students will harness industry-standard software such as, Procreate and Photoshop to refine and organize creative assets. The ultimate goal is to create a portfolio that empowers students to pursue freelance opportunities and thrive in the industry. The class format will be in-person lectures, culminating in a final project where students compile polished work into a print-ready portfolio for presenting to potential clients.

CE-DGART 2162PE

8 Thurs., Nov. 19-Jan. 28, 2027, (skip 11/26, 12/24 & 12/31), 6:30-9:30 pm.

Comic Illustration

This class focuses on the fundamentals of sequential storytelling in comics and graphic novels. Discover how to move stories forward using the power of compositional flow. Students will develop short stories, create character sheets, environments, scripts, and professional comic pages. In the journey industry-standard software will be used as well as traditional tools to design content across multiple mediums. The objective is for students to produce a portfolio of sequential comic pieces that can be used to secure freelance or industry-based opportunities. This class will be in-person with bi-weekly critiques.

CE-DGART 2163PE

10 Sat., Jan. 9-Mar. 13, 2027, 9:30 am-12:30 pm.

Non-Credit Certificates

Animation 1

The student will gain a solid understanding of the foundations 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 as an animator. By the end of the course, students will have created a short 15 or 30 second animation.

CE-DGART 2163PE

10 Sat., Mar. 14-June 6, 2027, (skip 3/28, 5/9 & 5/30),
9:00 am-1:00 pm.

Illustration and Animation with Procreate

This course will guide students with an interest in digital painting and animation from grasping the Procreate interface to mastering advanced techniques. Students will explore the basics of drawing, sketching, and painting using different brushes and textures. This class will cover various aspects such as canvas properties, brushes, alpha lock, clipping masks, animation, and other topics. Students will build new portfolio pieces with Procreate combining illustration and 2D animation.

CE-DGART 2166PE

4 Thurs., May 6-27, 2027, 6:30-9:30 pm.

Animation 2

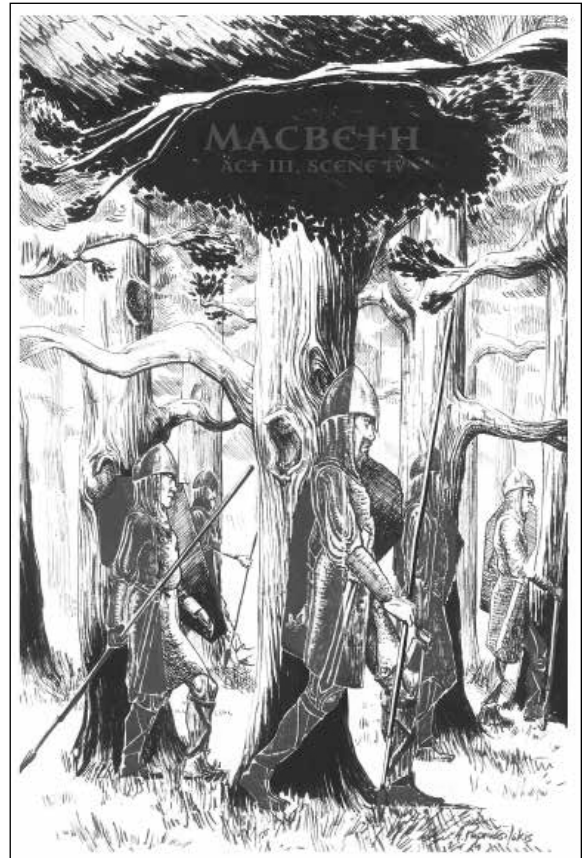
Students will dive deeper into what brings animation to life adding to what they have learned from Animation 1. This course will have students investigate pre-production animation techniques such as layouts and backgrounds, character design and acting, sound and special effects. As the course progresses, students will move from pre-production to post-production including editing, color and visual effects, and rendering final projects for presentation. Using the new tools taught to them, students will create their own short 15 to 30 second animation.

CE-DGART 2165PE

10 Sun., June 13-Aug. 29, 2027, (skip 6/20 & 7/4),
9:00 am-1:00 pm.



Isabella Slezak, KJ-G



Alexia Papavasiliakis, MacBeth

Non-Credit Certificates



DIGITAL PHOTOGRAPHY CERTIFICATE (144 HRS)

The Digital Photography Certificate at SUNY Westchester Peekskill Center for the Digital Arts is an intensive, online, two-semester program offering foundational training in camera operation, composition, post-processing, and specialized techniques. Students build skills through lectures, assignments, and inspiration from photography masters, culminating in a professional portfolio and exhibition to support personal and career advancement. Students must register for the entire program at the time of registration; a payment plan is available.

**For details, visit www.sunywcc.edu/photo-cert
Program tuition is \$1,824.**

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

8 M/W, Sept. 14-Oct. 7, 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

8 M/W, Oct. 19-Nov. 11, 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 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

8 M/W, Nov. 18-Dec. 16, (skip 11/25), 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

8 M/W, Jan. 25-Feb. 17, 2027, 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

8 M/W, Mar. 1-31, 2027, (skip 3/15 & 3/17), 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

8 M/W, Apr. 12-May 5, 2027, 6:30-9:30 pm.

Non-Credit Certificates



ADVANCED DIGITAL PHOTOGRAPHY

The Advanced Digital Photography series at the SUNY Westchester Peekskill Center for the Digital Arts is for certificate graduates or experienced photographers seeking community and skill advancement. This hybrid program combines outdoor and onsite photo shoots with remote software-based review sessions, focusing on technical and storytelling growth. Students may register for one or both courses; both are highly recommended.

**For details, visit www.sunywcc.edu/advanced-photo
Series tuition is \$1,316.**

The Advanced Digital Photography Part 1

This course will get started with a review of exposure and camera control, followed by shooting assignments with a concentration on finding the story in the chosen environment, be it landscape, street, or indoor photography. In-the-field shoots will be planned. We will review post-processing in Lightroom and learn new tools for masking and making adjustment selections based on tone and color. Photo critiques will occur throughout the semester, with an eye on creating an advanced portfolio. Photo-shoots will be in-person and critique reviews will be remote.

CE-DGART 2126PE

14 Tues., Sept. 8-Dec. 8, 6:30-9:30 pm.



Nicole Turano, Bird

Advanced Digital Photography Part 2

For experienced photography students seeking to refine their technical skills and deepen their artistic practice. This hybrid course is designed to further the skills covered in the Certificate program and/or Part 1 of the Advanced course. The format is a critique seminar facilitated by an instructor. Students will be expected to present works on a regular basis for group discussion and critique. This structured and supportive environment enables students to engage with diverse perspectives and receive valuable insights from both peers and the instructor to help refine their artistic vision. The critique format encourages students to critically analyze and articulate their creative choices. Students have the opportunity to experiment with new techniques, and cultivate their unique artistic voice, thus evolving as photographers and visual storytellers. This course enables students to advance their technical skills and critical thinking by fostering a collaborative and supportive learning environment with personalized mentorship. Prerequisite is the Digital Photography Certificate Program or permission of instructor.

CE-DGART 2121PE

14 Tues., Jan. 26-May 4, 2027 (skip 3/16), 6:30-9:30 pm.



WEB DESIGN CERTIFICATE (64 HRS)

This is a non-credit, remote synchronous certificate program. Learn design principles and front-end programming using languages such as HTML, CSS, and JavaScript in this non-credit remote synchronous certificate program that starts in spring 2027. Students will learn to use tools like Chrome Devtools, Adobe Photoshop, and Dreamweaver. Students will utilize the design thinking process to work as a collaborative web development team that will prototype, evaluate, and test a finished portfolio piece. Portfolio pieces will be online websites ready for professional use. Students must register for the entire program at the time of registration; a payment plan is available.

T/Th, Feb. 2-May 20, 2027, 6:30-8:30 pm.

**For details, visit www.sunywcc.edu/web-cert
Program tuition is \$1,615, (ISP costs not included).**

Non-Credit Certificates



SOCIAL MEDIA SPECIALIST CERTIFICATE (66 HRS)

The Social Media Specialist Certificate at SUNY Westchester Peekskill Center for the Digital Arts is an online, two-semester 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 certificate is an intensive course of study with a total of seven individual courses, and two optional electives to choose from. One elective is required during the program. Students must register for the entire program at the time of registration or take courses independently in sequence to complete the certificate.

For details, visit www.sunywcc.edu/social-cert

Application form submission required: visit www.sunywcc.edu/peekskill-application

Program tuition is \$1,526 (for entire certificate, can also pay per course)

Introduction to Social Media Networks

Explore today's leading social media platforms—Facebook, Instagram, LinkedIn, TikTok, and YouTube—and learn how to select the right channels to achieve business goals. This course guides students through developing a buyer persona, defining a brand identity, and identifying the one to two platforms best suited for targeted impact. Through research, hands-on activities, and guided instruction, students will gain a strategic understanding of platform strengths and audience engagement. By the end of the course, students will have a clear, focused plan for using social media effectively to support their professional objectives.

CE-COMP 2220PE, \$210.

3 Thurs., Sept. 10-24, 6:00-9:00 pm.

Social Media Content Fundamentals

Develop the skills to create, manage, and measure effective social media content. This course introduces students to content strategy, including best practices for curating, producing, and sharing across platforms. Students will craft engaging posts, headlines, and calls to action while building a structured social media content calendar. Emphasis is placed on real-world application, helping students create content aligned with audience and brand goals. Through guided instruction and practical tools—including templates, handouts, and video resources—students will leave with a portfolio of ready-to-use content and a clear, actionable strategy for digital engagement.

CE-COMP 2221PE, \$210.

3 Thurs., Oct. 8-22, 6:00-9:00 pm.

Optimizing Social Media Profiles

Learn how to create professional, high-impact social media profiles that support your brand and business goals. This course focuses on optimizing profiles across leading platforms, including Facebook, Instagram, LinkedIn, TikTok, and YouTube. Students will explore best practices for branding, messaging, and visual consistency, while applying strategic techniques to enhance visibility and engagement. Through examples, guided activities, and design tools such as Canva, students will develop and refine a mock or live business profile. By the end of the course, students will have a polished, platform-ready presence aligned with their marketing objectives.

CE-COMP 2222PE, \$144.

3 Thurs., Jan. 7-14, 2027, 6:00-9:00 pm.

Social Media Strategies and Tactics

Build a strategic foundation for effective social media management. This course covers how to set clear goals, objectives, KPIs, and tactics that align with business outcomes. Students will develop content calendars to plan and schedule campaigns, integrating content marketing into a cohesive social strategy. The course also introduces essential tools, including content management systems and commonly used platforms in social media roles. In addition, students will explore strategies for building brand advocacy and engaging influencers. Through practical applications, students will gain the skills to plan, execute, and manage successful social media initiatives.

CE-COMP 2223PE, \$279.

3 Thurs., Jan. 21-Feb. 11, 2027, 6:00-9:00 pm.

Non-Credit Certificates

Social Media Marketing

Gain the skills to plan, launch, and evaluate effective social media advertising campaigns. This course provides an in-depth introduction to paid social strategy, including setting budgets, identifying and targeting data-driven audiences, and creating compelling ad content. Students will learn how to track performance and measure campaign impact using key metrics. Through hands-on activities, templates, and guided instruction, students will develop and execute a complete social media ad campaign. By the end of the course, students will have practical experience and a strategic framework for successful digital marketing.

CE-COMP 2224PE, \$210.

3 Thurs., Mar. 4-18, 2027, 6:00-9:00 pm.

Social Measurement and ROI

Learn how to measure, analyze, and communicate the impact of social media strategies. This course provides a hands-on exploration of current tools and trends, covering both quantitative and qualitative methods for evaluating performance. Students will develop skills to interpret key metrics, assess campaign effectiveness, and translate results into clear insights for non-expert audiences. Emphasis is placed on connecting social media performance to organizational goals and strategic priorities. Through practical exercises and real-world applications, students will gain the confidence to demonstrate the value and return on investment (ROI) of social media initiatives.

CE-COMP 2225PE, \$210.

3 Thurs., Mar. 25-Apr. 8, 2027, 6:00-9:00 pm.

Create A Social Media Crisis Management Plan

Prepare for the unexpected and protect your brand in fast-moving digital environments. This course teaches students how to anticipate, identify, and respond to social media crises with confidence. Students will develop a comprehensive crisis management plan, including stakeholder roles, communication protocols, and a clear chain of command. Emphasis is placed on early detection, rapid response strategies, and effective messaging to contain and resolve issues. Through real-world examples, templates, and guided exercises, students will gain practical skills to manage both emerging concerns and full-scale social media crises.

CE-COMP 2226PE, \$144.

2 Thurs., Apr. 15-22, 2027, 6:00-9:00 pm.

ELECTIVES

Writing for Social Media-An In-Depth Workshop

Master the art of writing effective, engaging content for social media. This course explores the relationship between audience, purpose, and message across a range of platforms. Students will analyze real examples to identify what makes content successful, develop criteria for strong social media writing, and apply proven strategies to craft compelling posts. Emphasis is placed on clarity, tone, and audience engagement. Through guided practice and detailed feedback, students will refine their writing skills and build confidence in creating content that resonates and drives results.

CE-COMP 2227PE, \$144.

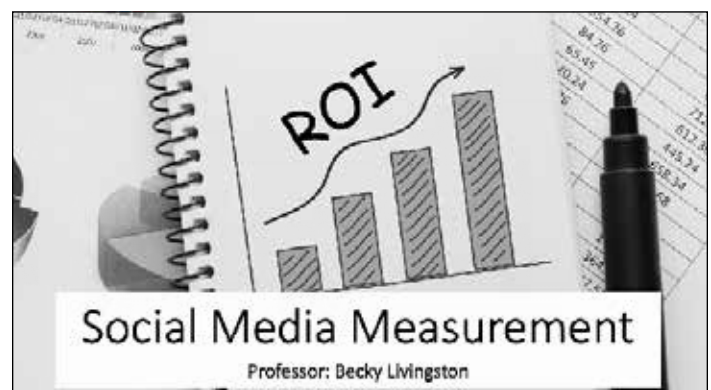
2 Thurs., Oct. 29-Nov. 5, 6:00-9:00 pm

Creating Simple Video Content for Social Media

Learn how to create engaging video content that supports a clear marketing objective. This course introduces students to the fundamentals of video strategy, helping them define goals and translate ideas into compelling visual stories. Students will develop a storyboard and script aligned with a business objective, then produce short-form video content using accessible online tools and apps. Emphasis is placed on creativity, clarity, and audience engagement. By the end of the course, students will have completed a video project and developed practical skills for creating effective social media content.

CE-COMP 2229PE, \$144.

2 Thurs., Feb. 18-25, 2027, 6:00-9:00 pm.



Non-Credit Certificates



MIXED REALITY (XR) CERTIFICATE (98 HRS)

The Mixed Reality Certificate program at SUNY Westchester Peekskill Center for the Digital Arts offers an intensive, two-semester online certificate that prepares students to create mixed reality experiences. Covering game design, 3D modeling, programming, VR/AR development, and portfolio building, the program equips learners with in-demand skills for emerging tech careers. This program is remote. Students must register for the entire program at the time of registration; a payment plan is available.

For details, visit www.sunywcc.edu/mixed-reality-cert

Program tuition is \$1,715.

Game Design

Combining technical skills with creativity, students will design and program their own games using Unreal Engine's Blueprint system. They will learn key concepts such as character design, terrain building, and user experience creation. These foundational skills will also serve as a basis for future development in mixed reality environments.

CE-DGART 2132PE

7 Mon., Sept. 14-Oct. 26, 6:30-8:30 pm.

Digital 3D Modeling

Digital 3D modeling using Blender, covering a wide range of techniques to build a strong foundation in the field. Students will create original 3D assets and learn how to optimize them for game development. Additionally, they will gain practical experience in preparing assets to be game-ready for integration into Unreal Engine.

CE-DGART 2131PE

7 Tues., Sept. 15-Oct. 27, 6:30-8:30 pm.

Game Programming

An in-depth exploration of Unreal Engine and C++ scripting for game development. Students will start with the fundamentals and gradually learn advanced programming techniques to create polished games. Students will have a solid foundation in C++ programming within Unreal Engine, preparing them for future work in mixed reality development.

CE-DGART 2130PE

7 Mon., Nov. 2-Dec. 14, 6:30-8:30 pm.

Game Art - VFX and Animation

In this course, students will focus on two key aspects of game art: particle systems and animation. Using Unreal Engine's Niagara system, students will create various visual effects, from simple particles to more complex, interactive VFX. Students will learn basic animation techniques for characters and props, using appropriate tools within Unreal Engine. Students will have a clear understanding of the pipeline for integrating both VFX and animation into games.

CE-DGART 2150PE

7 Tues., Nov. 3-Dec. 15, 6:30-8:30 pm.

Designing Experiences in Virtual Reality

In this course, students will dive into the world of immersive design, leveraging Unreal Engine to create interactive games and experiences in virtual reality (VR). Building on foundational game development skills, students will explore the unique challenges and opportunities of designing for VR, including spatial interaction, user immersion, and environmental storytelling. With hands-on access to VR headsets, students will prototype, test, and refine their own virtual worlds, gaining practical experience in developing for this rapidly evolving medium.

CE-DGART 2138PE

7 Mon., Jan. 4-Feb. 22, 2027, (skip 1/18), 6:30-8:30 pm.

Designing Experiences in Augmented Reality

This course introduces students to the exciting world of augmented reality (AR), where digital elements blend seamlessly with the physical world. Using Unreal Engine, students will design and develop interactive AR experiences that span diverse applications—from entertainment to practical tools. Projects will focus on 3D modeling/animation, interactive design, and spatial awareness, with the flexibility to target mobile devices or AR headsets. Through hands-on experimentation, students will learn to create engaging, immersive experiences that enhance real-world environments.

CE-DGART 2133PE

7 Tues., Jan. 5-Feb. 16, 2027, 6:30-8:30 pm.

Portfolio - Capstone Project

In this course, students will build a portfolio that showcases their work throughout the certificate program. Over the last seven weeks, they will explore different portfolio styles and compile a collection of completed and ongoing projects. Students are encouraged to highlight projects in both game development and mixed reality, demonstrating their skills in emerging technologies and interactive design.

CE-DGART 2135PE

7 Mon., Mar. 1-Apr. 12, 2027, 6:30-8:30 pm.

Non-Credit Certificates



NEW! VIRTUAL REALITY BUNDLE (46 HRS)

The Virtual Reality Bundle at SUNY Westchester Peekskill Center for the Digital Arts offers an intensive, one-semester experience that prepares students to create immersive experiences. Covering virtual reality, game art, programming, and portfolio building, the program equips learners with in-demand skills for emerging arts and technology careers. This program is remote. Students must register for the entire three-part bundle with the capstone project at the time of registration.

**For details, visit www.sunywcc.edu/virtual-reality-bundle
Program tuition is \$880.**

Intro to Virtual Reality

Step into the world of immersive technology and learn how to design your own virtual experiences. In this hands-on course, students will explore the fundamentals of VR development using Unreal Engine 5, one of the leading tools in the industry. Through guided instruction, you will design and build interactive VR experiences and games, work directly with 3D rendering, tracking hardware, and user input/output, create immersive landscapes with built-in tools and customizable prefabricated models, and enhance digital spaces with introductory sound design techniques. No prior coding or 3D modeling experience is required—bring your creativity and curiosity. Headsets will be provided by the Center for the Digital Arts in Peekskill, and students will receive personalized instruction and troubleshooting support throughout the course.

CE-COMP 2291PE

7 Mon., Sept. 14-Oct. 26, 6:30-8:30 pm.

Intro to VR Game Programming

Bring your game ideas to life in virtual reality! This hands-on course introduces the fundamentals of VR game programming, with a focus on building interactive, immersive experiences in Unreal Engine. Through step-by-step instruction, you will develop beginner-to-intermediate programming skills tailored for VR game development. Learn to build modular gameplay systems using Unreal Engine's Blueprints visual scripting tools, write efficient game logic, and create custom scripted events to drive interactivity. You will learn industry-standard practices for managing code repository with source control. No prior programming experience is required—just an interest in VR and game design. Students will receive personalized guidance and troubleshooting support as they progress from concept to playable VR experiences.

CE-COMP 2292PE

7 Mon., Nov. 2-Dec. 7, 6:30-8:30 pm.

Intro to VR Game Art

Discover how to bring virtual worlds to life through stunning visuals and dynamic animation. This beginner-friendly course introduces students to the essential tools and workflows of Unreal Engine 5, with a focus on creating art for VR games. In this hands-on course, you will design eye-catching visual effects using Niagara, Materials, and Blueprints, animate characters with Control Rig, Animation Montages, and Animation Blueprints, integrate VFX and animation seamlessly into immersive gameplay, and share your work and receive feedback from the instructor and peers. No prior art or technical experience is required—just your creativity and enthusiasm. With personal guidance and constructive feedback, you'll gain the skills to craft visually compelling VR game experiences.

CE-COMP 2293PE

7 Tues., Nov. 3-Dec. 15, 6:30-8:30 pm.

VR Portfolio – Capstone Project

Showcase your skills and creativity by developing a professional-level VR project from concept to completion. In this culminating course, students will apply everything they've learned in VR design, art, and programming to create a polished, portfolio-ready experience. In this hands-on capstone, you will design and build your own VR project—whether it's a concert simulator, skydiving adventure, or another original idea. In this culminating experience, students will apply technical, artistic, and design skills to bring their visions to life, receive personalized feedback from the instructor and peer critiques to strengthen their work, and refine and package their project into a complete, professional demo or application. By the end of the course, you'll graduate with a standout portfolio piece that demonstrates your VR development and design expertise—an essential step toward showcasing your skills to employers and advancing in the industry.

CE-COMP 2294PE

7 Mon., Dec. 14-21, 6:30-8:30 pm.

Non-Credit Certificates



ARTIFICIAL INTELLIGENCE FOR BUSINESS OWNERS (33 HRS)

This is a non-credit, one-semester, remote, synchronous certificate program. Artificial Intelligence for Business Owners at the SUNY Westchester Peekskill Center for the Digital Arts is a practical program for freelancers, entrepreneurs, and decision-makers seeking to leverage AI for growth, efficiency, and innovation. No prior AI experience is needed. Learn to apply AI ethically in marketing, content creation, and strategy to stay competitive in today's evolving business landscape. Students must register for the entire program at the time of registration.

For details, www.sunywcc.edu/AI-Business

Application form submission required, visit www.sunywcc.edu/peekskill-application

Program tuition is \$696.

AI Fundamentals for Business Owners

This introductory course is designed to give business owners a foundational understanding of artificial intelligence (AI) and its impact on various industries. Participants will learn about AI's basic concepts, terminology, and potential applications in business. The course objectives will include core concepts and definitions of AI, identifying the key AI technologies and tools relevant to business, and the potential benefits and challenges of implementing AI.

CE-BUS 2151PE

Mon., Sept. 14, 6:00-9:00 pm.

Leveraging AI for Business Growth

This course explores how AI can drive business growth and innovation. Participants will learn to integrate AI into business strategies to improve efficiency, customer engagement, and decision-making. The course objectives include identifying AI applications that can enhance business processes, analyzing case studies of successful AI implementations in business, and being able to develop strategies for integrating AI into existing business models.

CE-BUS 2152PE

2 Mon., Sept. 21-Oct. 5, (skip 9/28), 6:00-9:00 pm.

AI-Driven Marketing and Customer Insights

This course, focused on marketing professionals and business owners, covers how AI can transform marketing strategies and customer relationship management. Participants will learn to utilize AI tools to gain insights into customer behavior and preferences. The course objectives include understanding the role of AI in modern marketing, exploring AI tools for customer data analysis and segmentation, and developing personalized marketing strategies for AI insight.

CE-BUS 2153PE

2 Mon., Oct. 12-19, 6:00-9:00 pm.

AI-Driven Marketing and Social Media Content Development

This course uses AI tools and techniques to develop effective marketing strategies and create engaging social media content. Participants will learn how to harness AI to enhance creativity, streamline content production, and optimize marketing campaigns. The course objectives include understanding the role of AI in marketing and social media content creation, exploring AI tools for content generation and campaign management, and developing strategies for using AI to enhance brand storytelling and engagement.

CE-BUS 2154PE

2 Mon., Oct. 26-Nov. 2, 6:00-9:00 pm.

AI Ethics and Compliance for Businesses

This course addresses the ethical and compliance considerations when integrating AI into business operations. Participants will learn about ethical AI use, regulatory requirements, and how to ensure compliance. The course objectives include understanding the ethical implications of AI in business, identifying regulatory requirements related to AI use, and developing strategies for ethical AI implementation and compliance.

CE-BUS 2155PE

Mon., Nov. 9, 6:00-9:00 pm.

Advanced AI Strategies for Competitive Advantage

Designed for business leaders seeking to gain a competitive edge, this comprehensive course delves into advanced AI strategies and technologies. Participants will learn how to harness AI for innovation, market analysis, and strategic decision-making. The course objectives include exploring and developing advanced AI technologies and their business applications, developing strategies for leveraging AI for competitive advantage, and analyzing real-world examples of AI-driven innovation and transformation.

CE-BUS 2156PE

3 Mon., Nov. 16-30, 6:00-9:00 pm.

Non-Credit Certificates



HISTORIC PRESERVATION CERTIFICATE (140 HRS)

This one-year, non-credit certificate program serves students and professionals interested in establishing credentials in Historic Preservation across a multitude of job sectors, including building trades such as woodworking and stone masonry, as well 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. The 140-hour program is half classwork and half directed fieldwork in historic preservation. One elective is required to fulfill the certificate. All interested students should contact the Program Coordinator, Alan Strauber, Alan.Strauber@sunywcc.edu

For details, visit www.sunywcc.edu/historic-preservation

Application form submission required, visit www.sunywcc.edu/peekskill-application

Program tuition is \$2,635.

American Architectural History

With an emphasis on 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. Instructor-Alan Strauber
CE-HIST 2128PE, \$527.

14 Tues., Sept. 8-Dec. 15 (skip 11/24), 6:30-8:30 pm.

Independent option.

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 preservation movement in America evolved, the role of our region and state in that evolution, and current New York State and Federal preservation policies and laws. 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 regional case studies in New York State and across the country. 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 via Brightspace platform.

Instructor-Erin Tobin

CE-HIST 2127PE, \$527.

14 Weds., Sept. 9-Dec. 16 (skip 11/25), 6:30-8:30 pm.

Independent option.



Student, Jeremiah Ojo, working to restore stonework at the 200 year old Mission San Xavier del Bac in Tucson, Arizona.

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. This class will be offsite.

CE-HIST 2129PE, TBD.

Historic Preservation Field Work II

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. This class will be offsite.

CE-HIST 2130PE, TBD.

Non-Credit Certificates

ELECTIVES

Historic Preservation Woodworking & Building Techniques

Through a combination of site visits to buildings of various periods, shop demonstrations, lecture and hands on work with tools, this course will explore the changes in technology, and the corresponding development of building design. Starting with timber framing participants will explore basic assembly techniques, and how assembly methods developed over time. Methods for conservation of historic windows will be explored. Participants will use tools from as far back as the eighteenth century. We will explore the marks these tools leave and how they can be used to help us read the history of a building. These class sessions will be over 10 weeks for a total of 28 hours.

Instructor-Bruce MacDonald.

CE-HIST 2158PE, \$527.

10 Sat., Sept. 19-Nov. 21, 9:00 am-12:00 noon,
(9/19 & 11/21, 9:00-11:00 am).

Independent option.

Historical Archaeology

The course is an introduction to historical archaeology which encompasses artifact identification, laboratory processing and field techniques. Students will conduct onsite field work including digging for artifacts as well as artifact identification at the Voris-Gedney Archaeological Site adjacent to the Bird Homestead and Rye Meeting House at 624 Milton Road, Rye, NY 10580, and lab work in the classroom. Documentation of historic sites will also be explored. Instructor-Sara Mascia

At SUNY Westchester Peekskill: CE-HIST 2168PE, \$527.

6 Thurs., Jan. 28-Apr. 1, 2026 (skip 2/4, 2/18, 3/4 & 3/18),
6:30-8:30 pm.

Offsite Field Work: 4 Sat., Apr. 3-April 24, 2027 (rain date 5/1),
8:00 am-12:00 noon.

Independent option.

New Offerings at the Center for Digital Arts!

NEW! Coding with AI: VIBE Coding & Creative AI for the Workforce

This concentrated workforce bundle introduces adult learners and professionals to emerging methods of coding and creative production using artificial intelligence. As AI rapidly reshapes digital industries, participants learn to work with AI as a collaborator in coding, design, media production, and creative technology. The course emphasizes VIBE coding—an intuitive, exploratory approach in which participants direct AI systems to generate and refine code, build prototypes, and develop interactive media. Students gain practical experience using AI-assisted coding tools while developing portfolio-ready projects aligned with contemporary workforce needs. The program integrates creative practice, emerging technology, and workforce readiness.

CE-DGART 2154PE, \$500.

REMOTE 8 Sat., Sept. 12-Nov. 7 (skip 10/31),
9:00 am to 12:00 noon.

NEW! Green Screen Production & Podcast Studio

Launching Fall 2026, the SUNY Peekskill Center for the Digital Arts now offers a fully green, chroma-key production studio designed for both small- and large-screen shoots. The studio includes a sound-dampened recording room for clean dialogue and voiceover capture. Highlights include full green-screen environment for professional chroma key workflows, sound-dampened recording room for VO, ADR, and interviews, day-rate reservations available with departmental approval, and production equipment available for checkout.

To inquire or reserve, contact Lab Manager Myron Mock Yen at
myron.mockyen@sunywcc.edu

CE-DGART 2153PE, \$50 per day.

Daily Access Fee.



New Offerings at the Center for Digital Arts!

Unleash Your Inner Designer with Canva!

Ready to create eye-catching graphics that stand out? Whether you're a beginner or looking to sharpen your design skills, this hands-on course will teach you how to master Canva—one of the most powerful and user-friendly design tools out there. You'll learn how to navigate Canva's intuitive platform and tap into its vast library of templates, fonts, images, and design elements. Step by step, we'll guide you through the fundamentals of design—including color, typography, and layout—so you can craft stunning visuals for social media. No experience? No problem! This course is perfect for beginners and intermediate designers alike. Prerequisite: Proficient Computer Skills, English language proficiency, knowledge/skill with social media platforms, free Canva account (canva.com).

CE-DGART 2152PE, \$270.

REMOTE Thurs., Nov. 12, 6:00-9:00 pm. #79784

AI-Powered Job Search & Resume Writing

Supercharge your job hunt with smart strategies and AI tools. This practical, interactive course is designed to help students take control of their career journey—using the latest AI tools like ChatGPT to gain a competitive edge in the job market. Whether you're applying for internships, your first job, or planning your next big move, this course blends proven job search techniques with cutting-edge AI support. Walk away with polished application materials, a smarter job search strategy, and the confidence to land the role you want. Prerequisite: Proficient Computer Skills, English language proficiency, access to an AI tool, e.g., ChatGPT, CoPilot, Gemini, etc.

CE-COMP 2288PE, \$270.

REMOTE Thurs., Nov. 19, 6:00-9:00 pm. #79870

Open Studio Access Package

The Center for the Digital Arts at SUNY Westchester Peekskill is an artist's space and a friendly environment in which to work. The Center hosts five Apple post-production studios, including two video labs, an animation studio with ZBrush, facilities for other digital projects, and a green room for film and podcast production. The studio also offers large-format printing, 3D MakerSpace printers for use by artists. This package is for the professional or aspiring artist with competent computer skills who wants to continue developing their portfolios by using the Center's resources.

Note: Interview with Technical Support Manager required; choose daily access or package fee. Call 914-606-7300 or email peekskill@sunywcc.edu to register.

For details, visit www.sunywcc.edu/open-studio

CE-DGART 2003PE, Package rate: \$388.

CE-DGART 2050PE, Daily rate: \$36 per day.

**M/T/W/Th, Sept. 1-Dec. 21, 9:00 am-9:00 pm
and F/Sa, 9:00-4:00 pm.**

3D Modeling and Printing for Adults

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 MakerSpace is equipped with multiple 3D printers, and an array of filament colors.

CE-DGART 2069PE, \$213 (+ \$50 materials fee).

4 Thurs., Oct. 8-29, 6:00-9:00 pm. #79785



Community Arts

LEARN THE ARTS AT SUNY WESTCHESTER PEEKSKILL

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

For more details, visit www.sunywcc.edu/locations/peekskill/non-credit-and-certificate-programs

Figure Drawing with Live Model

This course provides students with general instruction on how to draw the figure and portraiture. It includes gestural drawing in a variety of media. Short quick gestural drawing will be followed by longer poses and then by a period of independent work. This course is recommended for those looking to start out with the figure or wishing to hone their skills. Supply list available.

CE-ART 2364PE, \$284.

Sec. A: 5 Sat., Sept. 5-Oct. 3, 9:00 am-12:00 pm. #79818

Sec. B: 5 Sat., Oct. 10-Nov. 7, 9:00 am-12:00 pm. #79819

Sec. C: 5 Sat., Nov. 14-Dec. 19, (skip 11/28),
9:00 am-12:00 pm. #79820

Plein Air Painting

Experience the magic of painting outdoors in this immersive landscape painting course. Students will explore a variety of scenic local sites, capturing nature directly from observation. Emphasis will be placed on color mixing, the effects of light and shadow, and strong compositional strategies. Inspired by the plein air traditions of the Impressionists and the Hudson River School, students will be introduced to diverse techniques, including the use of water-mixable oil paints. This course meets entirely offsite; rain dates will be scheduled as needed.

CE-ART 2020PE, \$325.

8 Sat., Sept. 12-Oct. 31, 1:00-4:00 pm. #79821

Painting & Drawing for Adults in 24 hrs

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 2146PE, \$325.

12 Mon., Sept. 28-Dec. 14, 6:30-8:30 pm. #79822

Mixed Media Printmaking for Adults in 24 hrs

Discover the expressive potential of printmaking by combining time-honored techniques with contemporary tools and materials. This hands-on course introduces soft linocut, stenciling, and screen printing, along with opportunities to print on rice paper and other specialty surfaces. In an open studio environment, students will observe demonstrations and learn to use a printing press for monotype printmaking and pronto-plate lithography. You'll create a series of original portrait prints inspired by photographs, observational drawing, and your own imagination. The course also explores how digital tools—like computers and inkjet printers—are reshaping the field of printmaking. All levels are welcome. Come ready to experiment, explore, and make your mark!

CE-ART 2334PE, \$365.

8 Tues., Oct. 6-Dec. 1, (skip 11/24), 6:30-9:30 pm. #79823



Youth Classes

YOUTH ARTS TECHNOLOGY PROGRAM

The Youth Arts Technology program blends STEAM (Science, Technology, Engineering, Art, and Mathematics) to foster creative thinking.

**For complete course descriptions, visit www.sunywcc.edu/peekskillyouth
To register, call 914-606-7300 or email peekskill@sunywcc.edu**

CHILDREN AGES 7-10

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, \$217.

8 Sat., Sept. 5-Oct. 24, 9:00-11:00 am. #79810

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, \$217.

**7 Sat., Oct. 31-Dec. 19 (skip 11/28), 9:00-11:00 am
(12/12 & 12/19, 9:00 am-12:00 noon). #79811**

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, \$217.

8 Sat., Oct. 4-Nov. 22, 9:00-11:00 am. #79789

TEENS AGES 11-17

NEW! 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, \$217.

8 Sat., Oct. 3-Nov. 21, 10:00 am-12:00 pm. #79786

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.

CE-DGART 2016PE, \$287.

8 Sat., Sept. 19-Nov. 7, 10:00 am-2:00 pm. #79787

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, and mixed-reality platforms. Students will actively design their immersive worlds using the Unity 3D program.

CE-DGART 2151PE, \$287.

8 Sat., Oct. 3-Nov. 21, 10:00 am-2:00 pm. #79788

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, \$217.

8 Sat., Oct. 4-Nov. 22, 12:00-2:00 pm. #79790



STAFF FOCUS

Hello! My name is Madelin Ruballos. I currently work as a Junior Administrative Assistant at SUNY Westchester Community College Peekskill Extension, where I support students, staff and everyday office activities while continuing my studies in Early Childhood Education (Birth–2nd Grade) at SUNY Empire. Balancing this role with my third year of college has helped me grow in many ways, especially when it comes to staying organized, communicating clearly, and creating a welcoming atmosphere for everyone who visits our college. As a proud Westchester Community College alumna, I earned my Liberal Arts and Social Sciences Associate Degree in May 2025. That experience shaped my academic path and strengthened my passion for working with young children and supporting their early learning experiences. One of the most meaningful parts of my job is supporting ESL students. As a bilingual staff member, I often help students by translating, guiding them to their classrooms, and assisting them with the ESL class registrations. Many students arrive feeling unsure or nervous, and being able to communicate with them in their preferred language helps them feel more comfortable and confident. These interactions remind me how important patience, cultural understanding, and clear communication are when helping students navigate a new environment. I truly enjoy being someone they can rely on, especially during moments when they need reassurance or guidance. At my other job, I also have the opportunity to work with 2nd and 3rd-grade students, experiences that have strengthened my commitment to becoming an educator who leads with empathy, creativity, and a belief in every child’s strengths. Working directly with young learners has shown me how powerful encouragement and positive relationships can be in shaping a child’s confidence and curiosity. Each day reminds me that learning never stops, whether being in a classroom, an office, or having a conversation. Being part of a college, that values diversity and student success motivates me every day. I am proud to contribute to an environment where everyone feels welcome, supported and encouraged to reach their goals.



FACULTY FOCUS

Allen Guzman is a programmer and game developer based in Westchester, NY, whose work sits at the intersection of technology, storytelling, and immersive design. He holds a Bachelor of Arts in Mathematics and Computer Science from SUNY Purchase College, where he presented his thesis, Making Video Games with Intuitive Design, at the SUNY Undergraduate Research Conference.

A lifelong enthusiast of fantasy and animation, Allen has translated his creative passions into a dynamic career in game design. His professional experience includes serving as a Lead Developer at The Glimpse Group, where he contributed to enterprise-level virtual reality development, as well as ongoing freelance work across interactive media. In 2025, Allen founded Egg Knight Games, LLC, where he is currently developing the company’s first commercial release. Alongside his professional practice, he brings industry insight and creative energy into the classroom through his teaching. Outside of his work in game development and education, Allen enjoys running, fencing, and writing short fantasy fiction—interests that continue to inform and inspire his creative practice.

IN THE GALLERY



Luke Bellas - Octobrawl, painting

CENTER FOR THE DIGITAL ARTS GALLERY
Photography Exhibit 2026

Digital Photography Certificate Program

Peekskill, NY — The Center for the Digital Arts Gallery at SUNY Westchester Peekskill is thrilled to present Luke Bellas, a dynamic and visually captivating exhibition on view from September 1 through December 4, 2026.

This vibrant exhibition spotlights the work of emerging local artist Luke Bellas, whose bold paintings bring to life wildly imaginative characters inspired by the rich visual language of video games. Drawing from a lifelong passion for gaming, Bellas creates energetic, zany worlds filled with fantastical creatures and larger-than-life personalities that leap off the canvas with color, movement, and intensity.

Currently a certificate student in the Center’s Game Design workforce program, Bellas is transforming his passion into a professional creative practice. His work reflects a deep fascination with game aesthetics,

On View: September 1 - December 4, 2026

Reception: Thursday, September 24, 2026,
6:00 - 7:30 p.m.

storytelling, and innovation—inviting viewers to step inside immersive, playful universes where art and interactive culture collide. His work reflects a deep fascination with game aesthetics, storytelling, and innovation—inviting viewers to step inside immersive, playful universes where art and interactive culture collide.

Bellas earned his BFA from SUNY Purchase and has exhibited in regional venues, including Established Gallery in Brooklyn. This exhibition marks an exciting moment in his evolving artistic journey.

The public is warmly invited to celebrate the artist at the Opening Reception on Thursday, September 24, 2026, from 6:00 to 7:30 p.m.

For more information about the Center for the Digital Arts and its programs, please visit: www.sunywcc.edu/peekskill



**27 North Division Street
Peekskill, New York 10566**

Fall 2026

FIRST DAY OF CLASSES

15-WEEK: TUESDAY, SEPTEMBER 1

12-WEEK: TUESDAY, SEPTEMBER 22

7.5 WEEK 1ST HALF SESSION: TUESDAY, SEPTEMBER 1

7.5 WEEKS 2ND HALF SESSION: TUESDAY, OCTOBER 27

Registration is Now Open!

For more information:
www.sunywcc.edu/peekskill

Testing & Assessment
www.sunywcc.edu/testingcenter

Office Hours

Monday - Thursday, 9:00 a.m. - 9:00 p.m.
Friday & Saturday, 9:00 a.m. - 4:00 p.m.

Please call 914-606-7300 or email peekskill@sunywcc.edu for additional information.

To become a part of our subscription list, please email your mailing address to peekskill@sunywcc.edu or call 914-606-7300

