ArtCenter for Teens students learn from a distinguished faculty of practicing artists and designers who share their personal stories, professional experiences and best practices with their students.

Our faculty also engages students in discussions about career opportunities in art and design.
Everyone has an imagination. Like the muscles in your body, it demands regular exercise to be fully accessed and realized. On a daily basis, chances are your imagination probably takes a back seat to the daily demands of life.

But if you dream of becoming an artist or designer and know in your heart of hearts that this excites you, then begin your journey of self-discovery in ArtCenter for Teens. This journey depends upon creating, inventing, experimenting, taking risks, breaking rules, making mistakes and having fun.

ArtCenter for Teens’ art and design classes provide you with rich and meaningful experiences to help you master technical and conceptual skills, foster personal growth, and reach beyond the obvious. You’ll learn the ins and outs of the creative process—how to identify needs, frame problems, make choices, generate alternatives, work collaboratively and communicate your ideas with impact—all in a fun and creative learning environment. We’ll also challenge you to become a better risk-taker—not only by playing to your strengths, but by strengthening your weaknesses.

Our curriculum is rich and varied, conceived to help you become a better artist, designer and thinker. ArtCenter for Teens classes mirror the diverse disciplines of ArtCenter’s degree programs and reflect the College’s founding educational philosophy that a comprehensive art and design education is the foundation for successfully achieving both personal and professional goals.

You’ll learn from a distinguished faculty of professional artists and designers who will share their personal stories, professional experiences and best practices with you. Our faculty will also engage you in discussions about career opportunities in art and design, mindful of sustainability and global issues and the role of artists and designers as agents of social change.

Whether you’re just beginning or are at an advanced level, you’ll become part of a creative community dedicated to using art and design as catalysts to invent, motivate and challenge yourself and those around you.

Are you ready to act on your dreams, fuel your passion and find your creative voice? If so, then ArtCenter for Teens is for you.

Paula Goodman
Director, K–12 Programs

ArtCenter welcomes high school students, parents and art educators to our informal Open House held on the last Saturday of each term.

August 4, 2018
December 8, 2018
April 6, 2019

All ArtCenter for Teens classrooms are open to the public from 11 a.m. to noon for morning sessions and from 3 to 4 p.m. for afternoon sessions. Open House is a great way to learn more about the classes offered through ArtCenter for Teens.

A list of classes and maps are available in the Student Gallery (Hillside Campus) and in front of the Public Programs office (South Campus).
Whether you’re enrolling in one of our classes for fun or mapping out your future career, your decision to deepen your art and design knowledge is the first step toward a creative and challenging journey.

To help get you started, we have put together a list of potential careers for specific disciplines as well as suggested classes that will aid in your development.

Let ArtCenter for Teens’ faculty of practicing artists and designers introduce you to a world of opportunities.

### Advertising/Graphic Design

In **Advertising**, art directors team up with copywriters to devise innovative ways to sell products or services. The art director conceives a campaign and then designs the look of the ad.

**Graphic Designers** give visual form to information. Unlike illustrators, who use drawing to communicate their messages, graphic designers use words and images, with the computer serving as their primary tool.

#### Potential Careers

- Art director for digital media
- Art director for magazine and newspaper ads
- Art director for TV commercials
- Designer for books, magazines and newspapers
- Designer of environmental graphics or signage
- Exhibition designer
- Interactive media specialist
- Packaging designer
- Social media specialist

#### Classes offered in Advertising

- The Big Idea
- Graphic Design 1
- Graphic Design 2
- Digital Design
- Brandcamp Summer Intensive

**Supplemental classes, in alphabetical order:**
- Creative Letterform
- Design 360°
- Film
- Object + Space: Brand Experience
- Photography 1

#### Classes offered in Graphic Design

- Graphic Design 1
- Graphic Design 2
- The Big Idea
- Motion Graphics
- Brandcamp Summer Intensive
- Creative Letterform

**Supplemental classes, in alphabetical order:**
- Art as Design
- Design 360°
- Object + Space: Brand Experience
- Photography 1

### Photography and Imaging/Film

**Photographers** combine technical, aesthetic and conceptual components to create powerful images that are central to human communication and understanding.

**Filmmakers** orchestrate many forms of expression. They tell stories using writers, set designers, actors and musicians. The results of their collaborations are feature-length films, television shows, documentaries, music videos, promotional films, short features and commercials.

#### Potential Careers

- Advertising photographer
- Architectural/industrial photographer
- Cinematographer
- Digital imagery or special effects designer
- Director
- Fashion photographer
- Film editor
- Fine art photographer
- Producer
- Photojournalist/editorial photographer
- Screenwriter

#### Classes offered in Photography

- Photography 1 OR Fundamentals of Photography
- People and Places: Exploring Photography
- Photography 2 OR Intermediate Photography

**Supplemental classes, in alphabetical order:**
- Design 360°
- Film

#### Classes offered in Film

- Film
- Filmmaking from A-Z
- Directing for Film
- Film Production Workshop
- Remix Media

**Supplemental classes in alphabetical order:**
- Animation
- Design 360°
- People and Places: Exploring Photography
- Photography 1

### Digital Media

Recent advances in technology have transformed the art and design professions. Artists in almost every discipline use computers to enhance their work, speed up the production process and create entirely new art forms. It is important to define what you want to design on the computer and how you want to use it, as your decision can affect your career choices. Digital technology is of particular use to **Animators** who rely on their drawing skills to create moving images and effects for feature films, television, commercials and short features. Drawing is a crucial starting point for all animators, but computer proficiency is an integral part of professional training.

#### Potential Careers

- Cartoons or animated short features
- Feature-length animated movies
- Computer game designer
- Interactive media designer
- TV commercials or motion graphics
- Website designer

#### Classes offered in Digital Media

- 3D Character Modeling for Gaming
- 3D Illustration
- Animation
- Motion Graphics
Entertainment Design

CONCEPT DESIGNERS for the entertainment industry design and illustrate characters, environments, vehicles, and props that the world has never seen. They also work with other production teams to bring their ideas to life.

Potential Careers
- Concept designer
- Special effects artist for film or television
- Theme park designer
- Toy designer
- Video game designer

Classes offered in Entertainment Design
- Concept Design Basics
- Figure Drawing
- Character Design
- Entertainment Design: Characters and Worlds
- Entertainment Design Summer Intensive
- Introduction to Product Design
- Introduction to Transportation Design

Supplemental classes, in alphabetical order:
- 3D Character Modeling for Gaming
- 3D Illustration
- Advanced Drawing from the Nude
- Costume Figure Drawing
- Design 360°
- Dynamic Drawing
- Intermediate Transportation Design
- MODO for Entertainment

Fine Art/Illustration

Unlike many of the other creative disciplines described here, most FINE ARTISTS do not work for clients. Instead, they focus on issues stemming from within themselves. Whether they’re creating realistic or abstract work, they must be aware of both the history of art and the contemporary art scene. Through drawing and painting, ILLUSTRATORS tell stories or visualize concepts. A well-conceived illustration can help create an image for a product, draw a reader into a narrative or make a statement of its own.

FASHION DESIGNERS envision the clothes we wear—whether functional, glamorous or outrageous. Designers in the fashion industry sketch concepts, choose patterns and fabrics and provide direction for garment construction.

Potential Careers
- Book illustrator
- Costume or accessories designer
- Editorial or advertising illustrator
- Fashion designer or illustrator
- Matte painter for movie sets
- Museum administrator or curator
- Painter, sculptor, photographer or multimedia artist
- Set painter for theater or film
- Storyboard artist for film or advertising
- Technical or medical illustrator

Classes offered in Fine Art
- Figure Drawing
- Drawing with Color
- Two-dimensional design
- Drawing from the Nude
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting

Supplemental classes, in alphabetical order:
- Alternative Sketchbooks and Journals
- Concept Design Basics
- Costume Figure Drawing
- Creative Collage
- Creative Letterform
- Creative Sketchbook
- Design 360°
- Dynamic Drawing
- Exploring Figure Drawing
- Sculpture

Product/Transportation/Environmental Design

PRODUCT DESIGNERS develop or improve objects we use in our daily lives—everything from phones and running shoes to lamps and computers—by addressing both aesthetics and functionality.

TRANSPORTATION DESIGNERS work alongside engineers to create exteriors and interiors of vehicles. Although some designers specialize in public transportation, most concentrate on cars, trucks or motorcycles.

ENVIRONMENTAL DESIGNERS develop a range of space-related projects, including residential spaces, businesses, parks and town centers. Unlike architects, environmental designers do not need to be licensed to practice; they concentrate on the design rather than on the technical aspects of a project.

Potential Careers
- Aeronautical or watercraft designer
- Amusement park designer
- Architect or landscape architect
- Automobile and commercial vehicle designer
- Commercial/residential interior designer/decorator
- Consumer or medical product designer
- Entertainment facility designer
- Environmental graphic designer
- Exhibition or trade show designer
- Furniture, lighting or housewares designer
- Set designer for theater or film
- Transportation designer for mass transit

Classes offered in Product Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- MODO for Entertainment

Classes offered in Fine Art
- Illustration
- Design 360°
- Animation
- Comic Book Illustration
- Drawing from the Nude
- Design 360°
- Portraits
- Two-dimensional design
- Still Life
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting
- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Exploring Figure Drawing
- Figure Painting
- MODO for Entertainment

Classes offered in Product and Transportation Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- MODO for Entertainment

Classes offered in Fine Art
- Illustration
- Design 360°
- Animation
- Comic Book Illustration
- Drawing from the Nude
- Design 360°
- Portraits
- Two-dimensional design
- Still Life
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting
- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Exploring Figure Drawing
- Figure Painting
- MODO for Entertainment

Classes offered in Product and Transportation Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- MODO for Entertainment

Classes offered in Fine Art
- Illustration
- Design 360°
- Animation
- Comic Book Illustration
- Drawing from the Nude
- Design 360°
- Portraits
- Two-dimensional design
- Still Life
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting
- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Exploring Figure Drawing
- Figure Painting
- MODO for Entertainment

Classes offered in Product and Transportation Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
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Classes offered in Fine Art
- Illustration
- Design 360°
- Animation
- Comic Book Illustration
- Drawing from the Nude
- Design 360°
- Portraits
- Two-dimensional design
- Still Life
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting
- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Exploring Figure Drawing
- Figure Painting
- MODO for Entertainment

Classes offered in Product and Transportation Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- MODO for Entertainment

Classes offered in Fine Art
- Illustration
- Design 360°
- Animation
- Comic Book Illustration
- Drawing from the Nude
- Design 360°
- Portraits
- Two-dimensional design
- Still Life
- Design 360°
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting
- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Exploring Figure Drawing
- Figure Painting
- MODO for Entertainment

Classes offered in Product and Transportation Design
- Introduction to Product Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design

Supplemental classes, in alphabetical order:
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- MODO for Entertainment

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- MODO for Entertainment
10-Week Saturday Classes

Tuition, except where noted in the class description (cost of materials is additional):

10-Week Saturday Classes
$300–$375

One-Week Summer Workshops
$400*

Two-Week Summer Workshops
$800

Four-Week Summer Intensives
$1,700

*Except Life Sculpture ($435)

Classes are listed alphabetically by discipline. Please see Design Your Future (pp. 8-11) for suggested classes to aid in your development.

Campus locations are subject to change. For the most up-to-date information, please log in to your account on the ArtCenter for Teens website.

Getting Started

Design 360° SHS-017__. $350
Do you have an interest in art or design but not sure which field would suit you best? Then this lecture/studio class is for you. Design 360° explores many of the majors in ArtCenter’s degree programs including: Advertising, Entertainment Design, Environmental Design, Film, Fine Art, Graphic Design, Illustration, Photography and Imaging, Product Design and Transportation Design. Through individual projects, you will gain the chance to explore the principles of each of these art and design disciplines. Drawing skills are emphasized as an essential way to communicate your ideas. This class is a perfect introduction for students new to ArtCenter for Teens. Estimated cost of materials: $20
1–4 pm, Saturdays, South Campus

Advertising/Graphic Design

The Big Idea SHS-104__. $300
How do you get ideas and what do you do with them? In this class, you will discover how to communicate visually and memorably without using words to solve problems with multiple answers. Learn how to execute your advertising concepts from layout to type design while creating a complete campaign, from magazine ads and television commercials to viral videos and guerrilla marketing. Estimated cost of materials: $40
1–4 pm, Saturdays, Hillside Campus

Graphic Design 1 SHS-112__. $300
Ideas and inspiration are the basis of great design. In this course you’ll discover fundamentals that help organize your ideas and creativity on paper while learning what gives graphic design its structure and meaning. You’ll be challenged to utilize traditional tools, modern resources and clever solutions, while also exploring how these steps relate to digital methods. You’ll set the limits for your four creative assignments: a poster, a logo, a media application, and the design of your “big idea.” Created to complement Graphic Design 2, this class will show you how structure and meaning help shape ideas. Note: This is not a computer course. This class can be taken in tandem with Graphic Design 2. Estimated cost of materials: $40
1–4 pm, Saturdays, South Campus

Graphic Design 2 SHS-113__. $375
The computer is the go-to tool for today’s graphic designers. In this class you will be taught a thought process that will help shape your ideas into visual narratives. Created to complement Graphic Design 1, this class will show you how the structure and meaning of ideas—and the foundation of design itself—can be expanded through the use of the computer. Create new work or convert projects from Graphic Design 1 into design systems like icons, emojis and type sets, multi-page layouts, maps and animated gifs. Note: computer experience helpful but not required. This class can be taken in tandem with Graphic Design 1. Estimated cost of materials: $25
9 am–noon, Saturdays, South Campus Offered Summer and Fall Terms only

Digital Media

3D Character Modeling for Gaming
SHS-051__. $375
Gain a rich interdisciplinary foundation in organic modeling and texturing in Maya. In this class, you will learn about the basics of lighting, animation and rendering and complete a modeled and textured character. This class is highly recommended for those interested in video games, film and entertainment in general. Prerequisite: basic computer knowledge. Estimated cost of materials: $45
1–4 pm, Saturdays, South Campus

3D Illustration
SHS-103__. $375
Explore the digital image creation tools used throughout the entertainment industry. Today, artists use programs such as zBrush to up their digital games. Begin your digital journey by learning how to integrate zBrush sculpting techniques and traditional illustration methods in Photoshop. Explore traditional concepts like composition and lighting while learning to use zBrush to enhance your drawing abilities or confront your insecurities. Students will complete a poster that integrates both 3D and traditional drawing elements. Estimated cost of materials: $25
9 am–noon, Saturdays, South Campus

Animation SHS-045__. $375
Learn how to bring drawings to life through movement in Adobe Flash. Create a storyboard and transform your story into an animation. Discover the importance of “meaningful movement”—not just moving an object from one side of the page to the other but also deciding how it should move. Explore your imagination to create an emotional and organic experience. Estimated cost of materials: $20
1–4 pm, Saturdays, South Campus

Motion Graphics SHS-045__. $375
Whether you’re watching a music video, a car commercial or the latest viral video, chances are Adobe After Effects has played a big part in the production. This class will introduce you to basic principles of animation, compositing and working in 3D space using Adobe After Effects. We will focus on creating effective storytelling through the use of video, still images, typography and graphic forms. Estimated cost of materials: $40
9 am–noon, Saturdays, South Campus Offered Spring Term only
Entertainment Design

Character Design SHS-070__ $300
This class is for anyone who loves to draw characters, regardless of skill level. Create and develop characters for video games, animated films and illustrations through fun and exciting exercises that strengthen your conceptual ability and skills. Learn how to develop a character layout sheet, a model sheet and a turn-around. This class will emphasize brainstorming, along with concept development of a story and ideas. Estimated cost of materials: $50
9 am–noon, Saturdays, South Campus

Concept Design Basics SHS-034__ $300
Bring your characters, environments, props and storyboards to life. Explore light and shade, perspective, color theory and basic design techniques. Learn how to take 2D line drawings and process them into tones for a lifelike result. Also, explore how to arrange shapes, values, colors and edges in interesting and intriguing ways to create images that hold the viewer’s attention. Not only will your characters look more dimensional, but the environments and objects will also be more believable. Estimated cost of materials: $40
9 am–noon, Saturdays, Hillside Campus

Dynamic Drawing SHS-015__ $300
See Product/Transportation/Environmental Design section for course description.
9 am–noon, Saturdays, South Campus

Entertainment Design: Characters and Worlds SHS-071__ $300
Discover the fundamentals of entertainment design from an illustrator’s perspective and complete a finished presentation for your portfolio. Storyboard, conceptualize and design environments, develop characters and study the processes that enter artists use to create dramatic worlds for video games, animation, TV shows and movies. Open to all levels. Estimated cost of materials: $40
1–4 pm, Saturdays, South Campus

Figure Drawing SHS-004__ $300
See Fine Art/Illustration section for course description.
9 am–noon or 1–4 pm, Saturdays, South Campus

Introduction to Product Design SHS-060__ $300
See Product, Transportation and Environmental Design section for course description.
9 am–noon, Saturdays, South Campus

Introduction to Transportation Design SHS-061__ $300
See Product, Transportation and Environmental Design section for course description.
1–4 pm, Saturdays, South Campus

Fine Art/Illustration

Advanced Drawing from the Nude SHS-059__ $300
Develop stronger drawing and observation skills in this advanced figure drawing class. Work from a variety of models and themed setups with a focus on structure, anatomy, composition, creativity and technique. Explore gesture using both short and longer poses and build both your confidence and a strong portfolio. This class will include frequent demonstrations, discussions and critiques in a supportive and creative environment. Prerequisite: Figure Drawing or by permission of an ArtCenter advisor. Estimated cost of materials: $40
1–4 pm, Saturdays, South Campus

Alternative Sketchbooks and Journals SHS-023__ $300
Sketchbooks are an essential part of the application portfolio to most art schools. In this class you will make two unique volumes that combine images, text, collage, drawing, painting, printing techniques, poetry and writing. You will also learn basic bookbinding skills. This is a great opportunity to build a powerful body of work and showcase your creativity. Experimentation and self-expression are encouraged. Estimated cost of materials: $40
1–4 pm, Saturdays, Hillside Campus

Character Design SHS-070__ $300
See Entertainment Design section for class description.
9 am–noon, Saturdays, South Campus

Comic Book Illustration SHS-037__ $300
Learn the skills needed to develop your own five-page comic story. From the establishing shot to the splash page, this class covers character design, figure invention, page layout, story structure, basic rules of perspective and classic comic book storytelling. Familiarize yourself with the comic artist’s process from thumbnails and roughs to a beautifully finished and inked page. Estimated cost of materials: $35
1–4 pm, Saturdays, South Campus

Costume Figure Drawing SHS-048__ $300
Working with a live model in a themed costume, learn to capture the essence of a pose. In addition to covering fundamentals such as proportion, form and gesture, this class concentrates on the skill of observation and on developing an understanding of drawing from life—all in an environment that encourages you to enjoy the drawing process. Estimated cost of materials: $40
9 am–noon, Saturdays, South Campus

Creative Letterform SHS-102__ $300
Discover how to create compositions concentrating on the form of letters. Straight lines and curves and verticals and horizontals can produce strong directional movement. Thick and thin strokes and the varying weights of letterforms can also create textures, patterns and rhythms. Explore contrast, shape, size, color and direction and become familiar with various letterforms that have their own personalities. Estimated cost of materials: $50
9 am–noon, Saturdays, South Campus

Drawing from the Nude SHS-015__ $300
Since the Renaissance, art students have developed their drawing skills by depicting the human figure. In this foundation class, you will explore line, shape and composition through gesture sketches and longer poses. Charcoal techniques as well as other materials and methods are presented. Estimated cost of materials: $40
4–7 pm, Thursdays, South Campus
Offered Fall and Spring Terms only

Drawing with Color SHS-035__ $300
Learn the fundamentals of color relationships and their use in composition. Drawing with various colored media—marker, colored pencil, ink and wash, acrylic paint, mixed media—explore the nature of each material and learn how to best use it. You will have the opportunity to work on observational and imaginative projects. This course is a great starting point for anyone interested in painting or illustration. Estimated cost of materials: $100
1–4 pm, Saturdays, South Campus

Dynamic Drawing SHS-015__ $300
See Product/Transportation/Environmental Design section for course description.
9 am–noon, Saturdays, South Campus

Entertainment Design: Characters and Worlds SHS-071__ $300
See Entertainment Design section for class description.
1–4 pm, Saturdays, South Campus

Estimated cost of materials: $40

Figure Painting SHS-005__ $300
Study the processes and materials used in painting, beginning with light and shadow, and work towards complete paintings in a full-color palette. Basic painting techniques, from preparatory drawing to color mixing, are covered. Estimated cost of materials: $90
9 am–noon, Saturdays, South Campus
1–4 pm, Saturdays, South Campus (Spring Term only)

Head Drawing SHS-012__ $300
Learn how to draw portraits by working from live models and improve your ability to achieve a likeness of your subject. This introductory class will help you reach these goals by acquainting you with proportion, structure, facial features and likeness as you visualize the head from every angle. Shadow and light will also be emphasized. You will observe and work from cast sculptures, copy master artists and draw portraits of your choice. Estimated cost of materials: $75
1–4 pm, Saturdays, South Campus

Head Painting SHS-016__ $300
In this class, perfect for beginners and seasoned students alike, you will start by studying early painting techniques and expressing the planes of the human head with only two colors. Later, you will move on to utilizing the full color palette as you analyze the structure of the individual features of the face. The class will conclude with an exploration of dramatic lighting situations, capturing likeness and developing your own personal expression. Estimated cost of materials: $90
1–4 pm, Saturdays, South Campus
Offered Summer and Fall Terms only

Creative Letterform SHS-102__ $300
Create original and innovative garments in this class covering basic construction methods. With a focus on originality and your garment’s message, you will sketch and render your ideas using markers; be encouraged to think outside the box; and learn to tell a story about your creations. You will also engage in conversations related to the fashion industry and its various outlets. Additional activities include project critiques, watching documentaries, fabric shopping, field trips and visits from industry professionals. Your creation will be photographed on the final day of the class. Equipment required: Portable sewing machine. Estimated cost of materials: $50–100
9 am–noon, Saturdays, South Campus

Figure Painting SHS-004__ $300
Drawing the human figure is important training for all artists. By working with a costumed model, you will develop an understanding of form through increased observation skills. In-class discussions will explore how artists from the past and present have depicted the human figure. Estimated cost of materials: $40
9 am–noon or 1–4 pm, Saturdays, South Campus

Figure Painting SHS-005__ $300
Study the processes and materials used in painting, beginning with light and shadow, and work towards complete paintings in a full-color palette. Basic painting techniques, from preparatory drawing to color mixing, are covered. Estimated cost of materials: $90
9 am–noon, Saturdays, South Campus
1–4 pm, Saturdays, South Campus (Spring Term only)

Head Drawing SHS-012__ $300
Learn how to draw portraits by working from live models and improve your ability to achieve a likeness of your subject. This introductory class will help you reach these goals by acquainting you with proportion, structure, facial features and likeness as you visualize the head from every angle. Shadow and light will also be emphasized. You will observe and work from cast sculptures, copy master artists and draw portraits of your choice. Estimated cost of materials: $75
1–4 pm, Saturdays, South Campus

Head Painting SHS-016__ $300
In this class, perfect for beginners and seasoned students alike, you will start by studying early painting techniques and expressing the planes of the human head with only two colors. Later, you will move on to utilizing the full color palette as you analyze the structure of the individual features of the face. The class will conclude with an exploration of dramatic lighting situations, capturing likeness and developing your own personal expression. Estimated cost of materials: $90
1–4 pm, Saturdays, South Campus
Offered Summer and Fall Terms only
Illustration SHS-011__$300
Apply your drawing and painting skills to produce a variety of projects, including album covers, ads and magazine articles. Learn the basics of color theory using acrylic paint and other mediums. This class also includes a survey of contemporary problem solvers and the history of illustration. Prerequisite: Some previous drawing experience recommended. Estimated cost of materials: $70
1–4 pm, Saturdays, South Campus

Modo for Entertainment SHS-125__$300
Learn how to get the most out of 3D content creation software Modo and turn your ideas and sketches into production-ready assets. We will focus on rapid ideation for entertainment projects such as quick 3D composition and environment studies, props and assets (weapons, vehicles, spaceships), texture and lighting, and final renders. Learn how to customize Modo to suit your workflow by automating repetitive operations and streamlining faster content creation; drive terrain generation with displacement maps; make iterations using various deformation tools; and use third party plug-ins to boost your workflow. This is a great class for students interested in entertainment, game design and development, and product design. The cost of materials is included in class tuition.
1–4 pm, Saturdays, Hillside Campus

Sculpture SHS-095__$335
In this introductory course, you will explore various methods and processes of contemporary sculpture. Learn the basics of working with traditional and nontraditional materials in a 3D space. By working on your individual projects, you will become familiar with a comprehensive range of materials and techniques, including wire, plaster and mold making. The cost of materials is included in class tuition.
9 am–noon, Saturdays, South Campus

Photography and Imaging/Film

Directing for Film SHS-067__$375
How do you tell an amazing story? Through screenings and in-class exercises, learn how to direct and how to control cinematic elements to best tell your stories. We will focus on using camera movement, lighting, actors, props, costumes, sound and locations to create meaning and to communicate with the audience. Working within groups, you will write, direct and edit a short narrative film. You must have access to a digital video camera. Editing equipment is not mandatory, but access to a Mac or PC with digital video editing capability is helpful. Prerequisite: Film is recommended. Estimated cost of materials: $40
1–4 pm, Saturdays, Hillside Campus

Film SHS-003__$300
View and critique important films, study various aspects of the art of filmmaking, and make one or more short narrative videos. Requirements: You must have access to a digital video camera. Editing equipment is not mandatory; access to a Mac or PC with digital video editing capability is helpful. Estimated cost of materials: $50
9 am–noon, Saturdays, South Campus

FIlmmaking from A-Z SHS-108__$300
Follow the journey of a film, beginning with creating a concept and finishing with delivering the final product. Explore the various stages of putting a film together, including storyboarding, production design, working on a set and the post-production process. Learn about different jobs in the film industry and complete several in-class projects, gaining hands-on experiences with different roles. Estimated cost of materials: $30
9 am–noon, Saturdays, South Campus

People and Places: Exploring Photography SHS-025__$300
In any form of photography—be it fashion, fine art, advertising or documentary—the portrait and the landscape are dynamic elements of the medium. Delve into their power and potential through class-room assignments that explore lighting, location, composition and narrative—and how all these elements combine to create a compelling photograph. We will discuss how to illustrate ideas, acknowledge chance, and investigate how digital, film and toy cameras alter the personality of imagery. To expand the potential of your own photography, you will be introduced to the masters of portraiture and landscape through presentations and library visits. Requirements: access to and working knowledge of a film and/or DSLR camera. Estimated cost of materials: $15–18 weekly for film and processing
9 am–noon, Saturdays, Hillside Campus

Photography I SHS-008__$300
Photography is one of the most compelling forms of all visual media. Learn about both the technical aspects of the craft as well as the process of making creative imagery. This class includes both a review of basic 35mm camera techniques and lighting and an introduction to contemporary art and modern approaches in photography. Requirements: access to and working knowledge of a film and/or DSLR camera. Estimated cost of materials: $15–18 weekly for film and processing
9 am–noon, Saturdays, Hillside Campus

Photography II SHS-016__$300
Continue to develop your photographic skills and personal vision through assignments that include portraiture, fashion, narrative and photojournalism. Learn to construct powerful images that convey your intention and create a body of work that reflects your individual style. The class also includes an examination of contemporary photography. Bring samples of your photographic work to the first class meeting. Requirements: access to and working knowledge of a film and/or DSLR camera. Estimated cost of materials: $10 weekly for film and processing
1–4 pm, Saturdays, Hillside Campus

Product/Transportation/Environmental Design

Architecture SHS-028__$300
Investigate basic architectural concepts by focusing on balance, proportion and composition. Find spatial definition of your ideas and develop skills to communicate them through drawings and models. Jumpstart the creative process with class exercises that will inspire and stimulate your imagination. Estimated cost of materials: $50
1–4 pm, Saturdays, South Campus

Dynamic Drawing SHS-015__$300
Explore rapid visualization techniques using ink, pens, markers and other related mediums. Learn to control your lines and line weights while drawing with line economy in a quick visual descriptive style. Develop your observation and perspective skills. Strengthen your ability to communicate ideas, thoughts and processes through drawings. Assignments will range from simple consumer products and complex industrial items to environmental settings and fantasy expressions. If you’re interested in product/transportation design, illustration, fine art or entertainment design, this class is for you. Estimated cost: $40 for materials and $45 for textbook
9 am–noon, Saturdays, South Campus

Environmental Design SHS-009__$300
Designing an environment means drawing from several disciplines, including architecture, interior design, landscape design, furniture design, lighting design and branding to create a comprehensive experience. In this class you will learn conceptual thinking skills as well as fundamentals like drafting and model making. Projects may include designing a house, restaurant or retail store. Estimated cost of materials: $35
9 am–noon, Saturdays, South Campus

Introduction to Product Design SHS-060__$300
Product designers work on a range of projects, from consumer electronics to furniture to footwear. In this hands-on class, you will explore product design as a profession and discover marketing and production processes,—all while learning industrial drawing techniques, concept development and visualization skills. Estimated cost of materials: $75.
9 am–noon, Saturdays, South Campus

Intermediate Transportation Design SHS-101__$300
Strengthen the skills you learned in Introduction to Transportation Design. Deepen your understanding of the design process and gain the tools necessary to present transportation proposals. The emphasis of this class will be on concept development, sketching, rendering techniques and presentation skills. Prerequisite: Introduction to Transportation Design. Estimated cost of materials: $75
1–4 pm, Saturdays, South Campus

Offered Spring Term only.
One-Week Summer Workshops

ArtCenter for Teens offers an expanded series of one-week and two-week workshops in the summer designed to give you an intense and unique experience in art and design.

Classes meet Monday through Friday, 9 a.m. to 3:50 p.m. at South Campus, located at 950 South Raymond Avenue and 1111 South Arroyo Parkway in Pasadena. Enrollment is limited to 15 students per workshop with the exception of digital media workshops, which are limited to 12 students.

Tuition for one-week workshops is $400 except for Life Sculpture, which is $435. Tuition for two-week workshops is $800.

**Art as Design SHS-087W / June 25–29**
Strengthen your conceptual thinking skills by exploring the craft and language of visual communication in a non-digital environment. Produce innovative class projects using a wide range of traditional techniques. A computer will be used to help produce the artwork and create digital outputs. Estimated cost of materials: $50 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Character Costume Figure Drawing SHS-105W / July 23–27**
Do you love drawing characters from your imagination, but feel they lack life and energy? Would you like to take your characters to a more believable level? Learn the basics of anatomy and structure of the human body, and, at the same time, how to draw costumed models in dynamic poses. These models will pose in several positions for a variety of lengths so that you can learn to work fast and slow. You will also study other artists who work from live models to improve their own imaginative characters drawn from life. Estimated cost of materials: $60 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Collage SHS-024W / July 9–August 15**
Explore the beauty and richness of a wide variety of materials as you create large and small mixed-media works of art. Learn to see and think about your work like a designer, using composition, shape, color and texture to express your unique personal vision. The work you create can range from abstract to representational, and can include photographs, drawings, found objects and papers. Enjoy the creative fun of turning ordinary materials into something truly special. Supplies needed for first day: illustration or craft board, Lineco adhesive glue, scissors and materials like old magazines, decorative papers, photos, black and white photocopies, old maps and books. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Documentary Film Production SHS-138W / July 23–27**
Explore all the aspects of documentary filmmaking from choosing a subject, research and writing, and team building, to principal photography, editing and post production. Learn how to develop an individual documentary outline to create a short film that will be presented on the last day of class. No special equipment needed. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Concept Sketching SHS-091W / July 23–27**
Learn how to simplify and depict reality using lines and tones. In this class, which covers intermediate perspective and how to apply it in compositions (e.g. showing scale and casting shadows in sketches of structures and different forms), you will learn how to design, set and render a chessboard using perspective and proper values as well as create organic and non-organic compositions using correct proportions and tones. Materials used: Copic markers, marker paper, pens, pencils. The full material list will be announced on the first day of class. Estimated cost of materials: $75 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Creative Sketchbooks, Journals and Altered Books Workshop SHS-021W / July 23–27**
Artists’ sketchbooks, journals and altered books are a uniquely creative form of self-expression. Explore the relationship between image and text as you work on several books at once and experiment with a wide variety of mixed-media techniques, including drawing, painting, simple printmaking and collage. During this class, you will have the opportunity to build up a deeply intuitive and powerful body of work. The books you develop may contain the seeds for future projects or become fascinating works of art in themselves. The emphasis will be on the creative process. Supplies needed for the first day: sketchbook, an old book in which to draw and paint, acrylic paints, sponge brush, paint brushes, scissors, glue stick, old magazines, collage papers, photos, pens and pencils. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Comic Book Illustration and Storytelling SHS-029W / July 16–20 or August 6–10**
Create your own characters and bring them to life in a mini comic book. Explore figure invention, costume design, page layout, basic rules of perspective and storytelling. Learn about tools and materials common to comic book illustration. Develop an understanding of form, light and shadow, line weight, hatching techniques, composition, color and basic principles of good design. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus

**Collage SHS-024W / July 9–August 15**
Explore the beauty and richness of a wide variety of materials as you create large and small mixed-media works of art. Learn to see and think about your work like a designer, using composition, shape, color and texture to express your unique personal vision. The work you create can range from abstract to representational, and can include photographs, drawings, found objects and papers. Enjoy the creative fun of turning ordinary materials into something truly special. Supplies needed for first day: illustration or craft board, Lineco adhesive glue, scissors and materials like old magazines, decorative papers, photos, black and white photocopies, old maps and books. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus

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**Documentary Film Production SHS-138W / July 23–27**
Explore all the aspects of documentary filmmaking from choosing a subject, research and writing, and team building, to principal photography, editing and post production. Learn how to develop an individual documentary outline to create a short film that will be presented on the last day of class. No special equipment needed. Estimated cost of materials: $30 9 a.m.–3:50 pm, Monday–Friday, South Campus
Summer Workshops
20
9 am–3:50 pm, Monday–Friday, South Campus

Have skills in And challenge yourself by applying your new technical speeds and apertures transforms your expression. Explore how selecting different shutter and lens

Take your first step into the world of photography June 25–29; July 16–20

Fundamentals of Photography
9 am–3:50 pm, Monday–Friday, South Campus

Estimated cost of materials: $45

Gelatin Printmaking
SHS-110W / June 25–29 or August 6–10
Gelatin printmaking is a form of monoprinting, meaning each print pulled is unique—no two prints are the same. Create unique textures, forms and shapes through gelatin printmaking techniques with an emphasis on the process of creating and experimenting rather than on the final outcome. Learn to incorporate various media into your work, including crayons, gouache, watercolor and pencil. Make your own gelatin plate and use water-soluble printing inks and acrylics. And explore color, pattern, opacity levels, ink layering and multiple impressions in order to give added depth to your artwork. Estimated cost of materials: $10
9 am–3:50 pm, Monday–Friday, South Campus

Head Drawing
SHS-014W / July 16–20 or July 30–August 3
Learn how to draw portraits by working from live models and improve your ability to achieve a likeness of your subject. In this introductory class you will learn about proportion, structure, facial features, likeness, shadow and light, and how to visualize the head from every angle. You will also observe and work from cast sculptures, copy master artists and draw portraits of your choice. Estimated cost of materials: $60
9 am–3:50 pm, Monday–Friday, South Campus

Illustration
SHS-020W / July 30–August 3
Apply your drawing and painting skills to produce a variety of projects, including album covers, ads and magazine articles. Learn the basics of color theory using acrylic paint and other media. The class also includes a survey of contemporary problem solvers and the history of illustration. Some previous study of drawing recommended. Estimated cost of materials: $70
9 am–3:50 pm, Monday–Friday, South Campus

Intermediate Photography
SHS-099W / July 30–August 3
Take your photography skills and understanding to the next level. Explore different styles of photography and the technical issues involved in making a photograph. We will focus on editing, sequencing and building a story, all in a collaborative, dynamic environment. You will be introduced to the digital workflow of shooting, editing and printing, using programs such as iPhoto and Lightroom; lighting, including flash and other artificial sources; and the variables of lens, aperture and shutter speed. For the final project, you will create a personal narrative using the zine as a foundation. Students must have access to a digital camera; film cameras are also appropriate but supplemental to digital. Estimated cost of materials: $100
9 am–3:50 pm, Monday–Friday, South Campus

Life Sculpture
SHS-092W / AUGUST 6–10
Investigate sculptural form and creativity through the study of the human figure. Sculpt a 1:2 scale clay sculpture bust based on a live model. This class will include frequent demonstrations, class discussions and critiques—all in a supportive and creative environment. Estimated cost of materials: $45
9 am–3:50 pm, Monday–Friday, South Campus

Object + Space: Brand Experience
SHS-085W / July 30–August 3
Invent your own brand and design a product line and retail environment that actively engages the customer through innovative marketing tactics. Explore cutting-edge ad campaigns and new technologies like customization of fashion and bags. Develop an ability to form strong concepts as well as the technical skills to execute them. Class projects will draw from a variety of media to fuse object, space and brand identity, resulting in a portfolio piece appropriate for environmental design and product design applications. Estimated cost of materials: $45
9 am–3:50 pm, Monday–Friday, South Campus

Remix Media
SHS-109W / August 6–10
How can you use media to make a message? In this course, we will deconstruct today’s mass media, remixing images, sounds and video to create new meaning. Through in-class screenings and discussions, we will take a critical look at how these elements are combined in purposeful ways. Projects will include print advertisements, songs and sound bites, and video commercials. No computer skills necessary. Students will learn and practice basic image manipulation, sound remixing and video editing techniques in Adobe Photoshop, Audition and Premiere. Estimated cost of materials: $20
9 am–3:50 pm, Monday–Friday, South Campus

Surrealist Pen and Ink
SHS-022W / July 23–27
Discover your wildest imagination through surrealism, ink and montage. Learn techniques of contour line drawing, shading, pointillism, scumbling, cross-hatch and design fundamentals through ink drawings. Add typography, prose and poetry to your work. Then merge it all to create dreamlike surreal collages based on the techniques perfected by Max Ernst, Salvador Dali, Rene Magritte and Man Ray. Estimated cost of materials: $45
9 am–3:50 pm, Monday–Friday, South Campus

T-shirt Start-Up
SHS-031W / June 25–29
Learn the design and business skills needed to create your own T-shirt brand. Combine graphic, character, photography and fashion design to create a line of T-shirts to self-manufacture within the context of a new company you will create. Students are encouraged to bring their own laptops and flash/thumb drives.
9 am–3:50 pm, Monday–Friday, South Campus

Fashion Sketching
SHS-076W / June 25–29
Create stylized fashion sketches that are bold and expressive, yet loose and casual in this intense, fun and creative sketching workshop. Learn anatomical exaggerations and explore various methods and mediums to develop your own unique style and vision. Estimated cost of materials: $75
9 am–3:50 pm, Monday–Friday, South Campus

Figure Painting
SHS-093W / August 6–10
Study the processes and materials used in painting, beginning with light and shadow and working toward complete figure paintings in a full-color palette. We will cover the basic techniques, from preparatory drawing to color mixing. For the first day, bring drawing board, charcoal pencil and bond paper. Estimated cost of materials: $90
9 am–3:50 pm, Monday–Friday, South Campus

Remix Media
SHS-109W / August 6–10
How can you use media to make a message? In this course, we will deconstruct today’s mass media, remixing images, sounds and video to create new meaning. Through in-class screenings and discussions, we will take a critical look at how these elements are combined in purposeful ways. Projects will include print advertisements, songs and sound bites, and video commercials. No computer skills necessary. Students will learn and practice basic image manipulation, sound remixing and video editing techniques in Adobe Photoshop, Audition and Premiere. Estimated cost of materials: $20
9 am–3:50 pm, Monday–Friday, South Campus

T-shirt Start-Up
SHS-031W / June 25–29
Learn the design and business skills needed to create your own T-shirt brand. Combine graphic, character, photography and fashion design to create a line of T-shirts to self-manufacture within the context of a new company you will create. Students are encouraged to bring their own laptops and flash/thumb drives.
9 am–3:50 pm, Monday–Friday, South Campus

Intermediate Photography
SHS-099W / July 30–August 3
Take your photography skills and understanding to the next level. Explore different styles of photography and the technical issues involved in making a photograph. We will focus on editing, sequencing and building a story, all in a collaborative, dynamic environment. You will be introduced to the digital workflow of shooting, editing and printing, using programs such as iPhoto and Lightroom; lighting, including flash and other artificial sources; and the variables of lens, aperture and shutter speed. For the final project, you will create a personal narrative using the zine as a foundation. Students must have access to a digital camera; film cameras are also appropriate but supplemental to digital. Estimated cost of materials: $100
9 am–3:50 pm, Monday–Friday, South Campus
Two-Week Summer Workshops

Design 360° SHS-018W__$800 / July 30–August 10
This intensive two-week workshop offers an introduction to many of the exciting art and design majors offered in ArtCenter’s degree program. Extended class times will provide you with an in-depth look at the following programs: Advertising, Entertainment Design, Environmental Design, Film, Fine Art, Graphic Design, Illustration, Photography and Imaging, Product Design and Transportation Design. We will focus on communicating ideas through effective creative solutions, and you will complete individual and group projects around a central theme, with the aim of expanding your knowledge of each of the disciplines.

Estimated cost of materials: $30
9 am–3:50 pm, Monday–Friday, South Campus

Experimental Fashion Design & Construction SHS-130W__$800 / July 9–20
Learn to create original and innovative garments in this fun course that covers basic garment construction methods with a focus on originality and the message your garment conveys. Learn to sketch and render your ideas using markers. You and the message your garment conveys. Learn to create original and innovative garments in this fun course that covers basic garment construction methods with a focus on originality and the message your garment conveys. Learn to sketch and render your ideas using markers. You and the message your garment conveys.

Cost of materials: $75
Hardware required: Portable sewing machine
9 am–3:50 pm, Monday–Friday, South Campus

Film Production Workshop SHS-081W__$800 / July 30–August 10
How do you make a movie? This two-week workshop focuses on storytelling and taking your idea from the page to the screen. Learn about the filmmaking process and shoot several in-class exercises. Discover the different elements needed to successfully shoot a film, culminating in a three-day shoot. The first week is dedicated to understanding the different jobs on a set and conceptualizing the idea for the final shot. The second week is dedicated to shooting and editing the final project, resulting in a class screening on the last day of class. Open to all skill levels. Estimated cost of materials: $40
9 am–5:50 pm; Monday–Friday, South Campus

Writing for Film Workshop SHS-080W__$800 / July 9–20
Are you interested in storytelling but can’t figure out how to begin? By the end of this weekend class, you’ll have learned the basics of screenwriting and completed a 10- to 15-page short film script with a focus on conflict, structure and theme. You will capture your ideas in a journal, learn the steps necessary to complete a final draft, and engage in brainstorming sessions, creative writing activities and pitch sessions. Films and film clips will be screened for writing technique and discussed in class. Learn how to originate an idea, create compelling and realistic characters, develop your ideas, properly format a screenplay using Final Draft software, and hone your voice as a writer to create a story only you can tell. Estimated cost of materials: $60
9 am–5:50 pm; Monday–Friday, South Campus

Four-Week Summer Intensives

Looking for a deep dive into a specific concentration? Then ArtCenter for Teens’ four-week intensive summer program is for you. In addition to setting that mirrors a studio environment, practicing artists and designers will visit classes to share with you their stories and career paths.

Lectures on art and design will familiarize you with design history, cultural icons and design trends. And the program concludes with a final exhibition and celebration of student work open to friends, family and educators.

Classes run from July 9 through August 3 and meet Monday through Friday, 9 a.m. to 4:30 p.m. at South Campus, 950 S. Raymond Avenue, Pasadena.

Tuition is $1,700!

*Please refer to Refund Policy on pages 27–28 for important deadlines.

Brandcamp SHS-300W
Ready for an in-depth exposure to the advertising and graphic design industries? In this four-week intensive, you will learn how to form strong concepts, develop a strategic graphic brand identity, create an integrated cross-media advertising campaign and execute concepts to a high level of finish. Set within a dynamic and fun learning environment, this class offers a blend of creative and strategic thinking, exposure to design process and theory, presentation techniques, critiques and discussions. The class will also include guest speakers from prominent ad agencies and design firms. In addition to creating a strong portfolio piece, you will acquire an industry skill set and build proficiency in concept development, research ability, design execution, presentation and collaboration. Estimated cost of materials: $50
9 am–4:30 pm, Monday–Friday, South Campus

Entertainment Design SHS–301W
Whether you’re producing a movie, video game or theme park, concept design serves an integral role. Concept designers in the entertainment industry intrigue audiences by bringing immersive, impactful and never-before-seen visuals to life. To accomplish this requires great imagination, an understanding of how things are built, and the ability to communicate with the people who will construct their designs. In this class you will learn all aspects of the design process—including designing and illustrating original characters, environments, vehicles and props. You will also learn to communicate through compelling drawings and expand your understanding of how things are built in 3D. Presentation skills will be emphasized. A laptop, Adobe Photoshop and drawing tablet are recommended. Estimated cost of materials: $60
9 am–4:30 pm, Monday–Friday, South Campus

Industrial Design (Product and Transportation Design) SHS–302W–01 (Product Design)*
SHS–302W–02 (Transportation Design)*
Ever wonder how a smartphone reaches store shelves from an initial napkin sketch? Or how all the parts of your dream car work so well together? Behind each of these creations lies industrial design—a field in which form (shape), human factors (ergonomics) and an understanding of engineering and manufacturing come together. In this class, you will be introduced to industrial design through an immersion into all aspects of the design process via lectures, in-class sketching, modeling and in-depth critique sessions. Presentation skills will be emphasized and interdisciplinary activities with Graphic Design/Advertising and Entertainment Design students will simulate working in a design consultancy. Hardware required: camera (point and shoot, DSLR or quality smartphone) for documentation exercises, a laptop and iPad/Tablet recommended for research and presentations. Software required: PowerPoint or Keynote. Estimated cost of materials: $85
Both sections will have an opportunity to work together on co-curricular projects.
9 am–4:30 pm, Monday–Friday, South Campus

Craig Atteberry BFA, ArtCenter College of Design. M.F.A. Otis Art Institute. Artist and illustrator. Exhibitions: American Academy of Art, Chicago, Lapidary/Harp Gallery; California State University, Fullerton. Clients: Time, Newspapers, Popular Mechanics, Art Propulsion Laboratory, Rockwell International, Hughes. Classes: Figure Drawing, Figure Painting


James Reaiku Chu BS, ArtCenter College of Design and USC. Creative designer and chief branding strategist, ViaOrange. Exhibitions: national and international design shows and global branding strategy for top-ranked global brands and Fortune 500 companies. Clients: Nike, Nokia, Vertu, Belkin, Cisco, LINE, HTC, Motorola, Disney. Class: Brandcamp Summer Intensive

Mark D. Clarke BS, ArtCenter College of Design. Freelance designer for transportation and product design companies. International work experience leading design teams at BMWi, Porsche Design GmbH and Fisker Automotive. Production exterior design of Porsche and Fisker vehicles. Class: Industrial Design Summer Workshop


Scott Franklin BS with distinction, ArtCenter College of Design. Graduated with an interdisciplinary design program in creating spaces, objects and brand identity. Work includes furniture, lighting and product design, exhibits, installations and interactive spaces. Class: Object + Space Summer Workshop

Rosi Gabi Studied fashion illustration, Central Saint Martins College of Art and Design in London, and fashion design, School of Art and Design, Basel, Switzerland. Costume designer created Moneky L'oréal’s “Bam Bang” music video, arcg in 2001; Star Trek: Insurrection. Also created her own collection including a line of purses called Best Of Rosi. Class: Costume Figure Drawing

Daniel Garcia BFA, Art Center College of Design. Co-founder, minicase, inc. Classes: Graphic Design 1, Graphic Design 2

Chris Gahl BFA, ArtCenter College of Design. Director, writer and producer living in Los Angeles. His work has been shown on PBS, MTV and has been featured across North America and abroad. Classes: Film, Directing for Film, Writing for Film Summer Workshop; Film Production Summer Workshop


Ryan Steven Green BA, University of Southern California. Documentary and commercial director/editor. Festivals include: SXSW, Austin Film Festival, Tacoma Film Festival. Awards include: Mary Lerner Human Spirit Award, Chagni Documentary Festival 2016, Dennis Hopper Guerrilla Award, Albuquerque Film & Media Experience 2015, Best Documentary, Downtown Los Angeles Film Festival 2013. Clients: Nike, Toyota, Green Dot, Plantronics, Torani, Zegna, UCLLA. Class: Documentary Film Production Summer Workshop


Michael Horowitz BFA, Otis-P iarson Art Institute. Artist and illustrator. In the animation industry for more than 25 years. Clients include: Chuck Jones, Hanna-Barbera, Don Bluth, Bill Melendez and The Walt Disney Company on animated feature films. Character artist manager at The Walt Disney Company, Hallmark, Disney, Random House and Nickelodeon. Class: Figure Drawing

John Howarth AA, Los Angeles College of Illustration. Illustrator, set designer, muralist. Clients: Adeptia Cable, Crazy Shirts, KFC, Disneyland Hotel, Bristol Farms, Mt Wright Publishers. Warner Bros, ABC, USA Today. Classes: Figure Drawing, Advanced Drawing from the Nude, Exploring Figure Drawing Summer Workshop


Chiaki Kanda BS, Art Center College of Design, BA, Amerst College. Creative director, notNeutral; senior associate, Rios Clemente Hale Associates. Class: Environmental Design

Alexandrana Kaplan BFA, ArtCenter College of Design; BFA, Kansas City Art Institute. Freelance illustrator, 3D model painter. Animated short in The Blink of an Eye, Big Bear Film Festival. Paintings in several private collections. Classes: 3D Modeling for Gaming; 3D Illustration


David Le BS, ArtCenter College of Design. Creative director/brand strategist: Urban Armor Gear, LLC. Clients: Oakley, Smith, Salomon, Magellan and Condor Tactical. Class: Sun Drawing (Spring term only)

Teen Liu BFA with honors, ArtCenter College of Design; Vanderbilt University. Paper Engine Creative, director and founder. Clients: Include Museum of Modern Art, Lucasfilm Ltd., Simon and Schustler, Scholastic, Penguin Publishing, UPS, Vogue, the Today Show, TEDx, Exhibitions: NCICL Museum, Chicago, Eric Carle Museum, Seibu Gallery, Japan; Space 58/99 Gallery, Figures Futur Salon du Livre, Montreuil, France. Classes: Figure Painting Saturdays (Spring term only) and Summer Workshop; Head Painting


Miao Miao BS, California State University, Northridge. Designer, NONdesigns: environmental, fashion and product design. Interior design practice for commercial and residential spaces. Class: Object + Space Summer Workshop


Christian Morin MFA, Cranbrook Academy of Art, BFA, ArtCenter College of Design, AA, Fashion Institute of Design & Merchandising. Art Director, Graphic Designer. Clients and collaborators include: ForbysArch, MOCA, A+D Museum, La Galite Lyrique, Print Magazine, GD USA, Cranbrook Art, Art Center College of Design, City Skateboards, The Quiet Life, Paul Frank, Staples Center. Classes: Brandcamp Summer Workshop; Sundays and Saturdays; Design 360˚ Saturdays and Summer Workshop


Deibar Shahbaz MFA, ArtCenter College of Design; MFA, Art University of Tehran. Visual artist with a focus on mixed media, painting, sculpture, installation and video art. Gallery work: post War, Pasticc Gallery, ACCCD Gallery, CLU Gallery, University of Santa Barbara, Aaron Gallery. Exhibited and lectured extensively in Canada and abroad. Class: Getatin Printmaking Summer Workshop


David Soriano BS, ArtCenter College of Design. Clients: UAG, Puregear, CLC, Stanley Black & Deckers, and Walt Disney Imagining. Class: Introduction to Product Design

David Sotelo BFA, ArtCenter College of Design; BA, University of California, Santa Barbara. Owner, David Sotelo Photography. Classes: Photography I and II, Fundamentals of Photography Summer Workshop
ArtCenter for Teens is open to high school students (grades 9–12). There are no admission requirements. Portfolio submission is required for scholarship applicants only. Most 10-week classes meet on Saturdays. During the Summer term we offer a variety of weekday workshops. Check individual class descriptions for meeting times.

ArtCenter College of Design has two campuses. ArtCenter for Teens classes are offered at both South and Hillside Campuses. Please see each class description for the class location.

All registration, advising and program inquiries are handled at the ArtCenter for Teens administrative office, located in the Public Programs office at South Campus, 950 S. Raymond Ave., Pasadena, CA 91105.

Tuition

10-WEEK SATURDAY CLASSES: $300–$375
ONE-WEEK SUMMER WORKSHOPS: $400–$475
TWO-WEEK SUMMER WORKSHOPS: $800
FOUR-WEEK SUMMER INTENSIVES: $1,700

Advisement

An ArtCenter for Teens advisor is available to help you select classes appropriate to your skills and goals. ArtCenter for Teens advising is available by appointment Monday through Thursday evenings. Call 626 396–2319 to schedule an appointment. All high school juniors and seniors are invited to meet with an ArtCenter admissions advisor if they would like information on ArtCenter’s full-time undergraduate degree program. For a free catalog and to make an appointment, call the Admissions office at 626 396–2373.

How to Register

For priority registration, please register online at artcenter.edu/teens. Returning students will need to log in with their username and password before selecting their class online. Online registration can only be used if paying tuition by credit card.

CASH IS NOT ACCEPTED. IF PAYING BY CHECK OR MONEY ORDER YOU MAY:

Register in person at the Public Programs office at ArtCenter’s South Campus during office hours (Monday–Thursday, 10 a.m.–9 p.m.; Friday, 9 a.m.–5 p.m.) or mail your completed registration form to:
ArtCenter for Teens
P.O. Box 7197, Pasadena, CA 91109–7197

PLEASE NOTE: In-person or faxed registration forms received after 5 p.m. will not be processed until the next business day. Your space is not guaranteed until your registration has been processed. We recommend using our secure online registration process as the fastest way to register and pay for ArtCenter for Teens classes.

To Drop a Class

You may submit a request to drop a class online at artcenter.edu/teens. You may also submit a written request to drop a class. To do this, complete a Change of Program form at the ArtCenter for Teens office, or fax a signed note to 626 396–4219. It is your responsibility to follow up by calling 626 396–2319 to confirm that we received your fax and that it is legible. Failure to drop a class officially can result in a grade of F for a given class.

Written or faxed requests to drop any or all of your classes must include the following information:

- Your full name
- Your student ID and/or address
- Name of the class(es) you wish to drop
- Reason why you are dropping the class(es)
- The date of your request
- Your signature

Refund Policy

For 10-week classes: A full refund will be given to students who drop a class before the first class meeting. An 80% tuition refund will be given to students who drop a class within the first 14 days of the term. After that, no refunds will be issued for dropped classes.

For summer workshops: A full refund will be given to students who drop a class before the first class meeting. After that, no refunds will be issued for dropped classes.
For Four-Week Summer Intensives: A full refund will be given to students who drop a class before June 8. A 50 percent tuition refund will be given to students who drop a class between June 8 and July 8. No refunds will be issued after the first class meeting.

Class Changes and Cancellations
ArtCenter reserves the right to cancel any class; limit class size; change times or locations; or substitute instructors for those listed in the class schedule as it deems necessary. Class cancellations will not be announced until the end of the registration period. You will receive a full refund if the College must cancel a class for which you have registered.

Dismissal Policy
At its sole discretion, ArtCenter for Teens reserves the right to dismiss or refuse enrollment to any student or anyone acting on behalf of the student whose conduct fails to comply with the policies, rules and standards of the College. Additional details are available online at artcenter.edu/teens/policies.jsp.

Materials Needed for the First Class
Instructors will provide complete information on required materials during the first class. Students must provide their own materials. Estimated costs are included in class descriptions to give students a general idea of how much they might be required to spend on materials. The Student Store at either Hillside or South Campuses can be accessed from artcenter.edu/teens.

For general drawing and painting classes, see list below. Check with your individual class description for additional requirements.

- Drawing board: 20” x 26”
- White bond paper: 18” x 24” (10 sheets)
- Eagle drafting pencil
- Charcoal pencils: 4B and 6B
- Kneaded eraser
- X-ACTO knife

The ArtCenter student store pre-bundled packages of the above materials available for $27 (plus tax).

For all other classes:
Pencil and paper for taking notes. Check with your individual class description for specific requirements.

Grading
ArtCenter for Teens is a noncredit program. ArtCenter for Teens grades are posted at artcenter.edu/teens. You will need your ArtCenter username and password to access your grades.

Attendance
At the beginning of the term, instructors will outline their grading and attendance policies. You are urged to attend all classes. Tell your instructor in advance if you need to miss class. Since the ArtCenter for Teens office is unable to take messages for faculty, consider exchanging phone numbers with your classmates in the event you are unable to attend a class.

Transcripts
An official transcript may be requested in writing from the Enrollment Services office. Call 626 396–2314 for details. The fee per transcript is $5.

Campus Tours
Tours of Hillside Campus are conducted Monday through Friday at 1 p.m. Tours are not offered during term breaks. For a tour appointment, please call 626 396–2373.

Directions
Hillside and South Campuses can be accessed from the 210, 134 and 110 freeways. For directions visit artcenter.edu/directions or call 626 396–2246.

Contact Us
ArtCenter for Teens
ArtCenter College of Design, South Campus
950 S. Raymond Ave., Pasadena, CA 91105

Mailing address
P.O. Box 7197, Pasadena, CA 91109–7197

Telephone 626 396–2319
Email teens@artcenter.edu
Fax 626 396–4219
Web artcenter.edu/teens

Office hours
Mondays–Thursdays, 10 a.m.–9 p.m., Fridays, 9 a.m.–5 p.m.
Closed major holidays.

Emergency contact
The ArtCenter for Teens office is closed on weekends. To contact an ArtCenter for Teens student in an emergency, please call 626 396–2299.

A limited number of scholarships to ArtCenter for Teens are available to applicants who demonstrate financial need and creative potential. Eligible students may apply for a scholarship for any class during the Fall, Spring and Summer terms.

A scholarship covers the full cost of one ArtCenter for Teens class or—during the summer—the full cost of one Four-week Summer Intensive. Please indicate which scholarship you are applying for on the registration form.

To apply for a scholarship:
- IF YOU HAVE NEVER taken an ArtCenter for Teens class, submit the following to Public Programs: a completed registration form (including family income) and at least six to 10 original samples of your work (preferred) OR a recommendation letter from an adult who knows you well. If you have no art or design experience, you should submit a letter of recommendation. If you have original works either in sketchbook form or completed form, you may submit those pieces rather than a letter of recommendation.
- IF YOU HAVE PREVIOUSLY taken an ArtCenter for Teens class, submit the following to the Public Programs office: a completed registration form (including family income) and at least six to 10 original samples of your work. Please include work from previous Teens classes.
- IF YOU ARE APPLYING FOR A SUMMER INTENSIVES SCHOLARSHIP, you must submit at least six to 10 original samples of work.

Note: You must include your gross annual household income in the SCHOLARSHIP APPLICANTS ONLY section of the registration form.

Scholarship deadlines
Summer 2018 April 5
Fall 2018 August 30
Spring 2019 January 10

Mail materials to:
- ArtCenter for Teens
- Attn: ArtCenter for Teens Scholarship
- ArtCenter College of Design
- P.O. Box 7197, Pasadena, CA 91109

Or drop off materials in person to:
- Public Programs
- ArtCenter College of Design, South Campus
- 950 S. Raymond Ave., Pasadena, CA 91105

Office hours are Monday through Thursday, 10 a.m. to 9 p.m. and Friday, 9 a.m. to 5 p.m.

How to submit original samples of your work:
1. Submit your samples in a closed envelope or portfolio case directly to the Public Programs office. Samples should demonstrate your creativity and potential. Have confidence in your work and submit your best effort.
2. If you have previously attended an ArtCenter for Teens class, you should submit your most recent work from your ArtCenter for Teens class.
3. Submit a sketchbook if you use one. We’d like to see your creative process as well as finished pieces.
4. The sample pieces should not exceed 20” x 26”
5. We prefer physical work. If your pieces are too large or can only be viewed digitally: e.g. a short film, then you may submit work on a flash drive, a CD or via URL. Please test the technology to ensure it works before submitting.

Scholarship decisions
Each applicant is evaluated based on a combination of available scholarship funds, applicant’s financial need, student work and/or letter of recommendation.

Notification of Scholarship
Scholarship applicants receive notification of results by mail within two weeks after the scholarship deadline.

Portfolio Return
You may pick up your work samples at the Public Programs office after receiving notification. To expedite returns by mail, please include a mailing label.

ArtCenter for Teens Mentoring Program
Each Fall term, scholarship students attending ArtCenter for Teens are invited by mail to apply to ArtCenter’s mentoring program. The mentoring program allows a select number of students to meet one-on-one with a faculty mentor.

Additional scholarship information
Please contact Cecilia “C.C.” Ybarra at 626 396–4235 or cecilia_ybarra@artcenter.edu.

ArtCenter gratefully acknowledges the following donors who have contributed $1,000 or more to Public Programs between July 1, 2016 and June 30, 2017. Donors may choose to designate their gifts for general support or for specific programs including ArtCenter at Night, ArtCenter for Teens, ArtCenter for Kids or the Summer Institute for Teachers.

Grace R. Anderson; Dwight Stuart Youth Fund; Ramone C. Muhuo (BFA 77, MFA 90) and Tom Jacobson; Richard and Jean Coyne Family Foundation; Row and Gayle Giesen Trust; ArtCenter at Night Endowed Scholarship for Hispanic Students; ArtCenter for Teens Endowed Scholarship for Hispanic Students; David and Judith Brown Endowed Scholarship for ArtCenter for Teens; Mickey McGuire Endowed Scholarship; Ross Diamond Player and Madelyn Maberly Player Endowed Memorial Scholarship.
Instant Enrollment—Priority Online Registration

You may register online at artcenter.edu/teens. The online form may be used only if you are paying tuition by credit card. American Express, Visa, MasterCard and Discover are accepted.

Or Complete the Form at Right

If you are under age 18, you must have a parent’s or guardian’s signature. See below for delivery and payment options.

If registering by mail, please send this completed form and payment to:

ArtCenter for Teens Registration
P.O. Box 7197
Pasadena, CA 91109–7197

If registering in person, submit the completed registration form and payment during office hours to:

Public Programs
950 S. Raymond Ave.
Pasadena, CA 91105

Public Programs office hours are Monday through Thursday, 10 a.m. to 9 p.m. and Friday, 9 a.m. to 5 p.m. The office is closed on weekends and major holidays.

If paying by credit card, American Express, Visa, MasterCard and Discover are accepted. You may fax your registration form to 626 396–4219. Please call 626 396–2319 to confirm receipt of your fax.

If paying by check or money order, attach a check or money order in the exact amount payable to ArtCenter College of Design. Payment in full must accompany your registration. Cash can’t be accepted.

If Applying for a Scholarship

Submit the completed registration form and additional required materials by mail or in person to the Public Programs office. See page 29 for more information. You cannot register online if applying for a scholarship.

Confirmation of Registration

Online registration will be confirmed via email. In-person, faxed or mailed registration will be confirmed by mail.

Late Registration

Late registration will be held on the first day of classes at the Public Programs office from 8 a.m. to 1 p.m. at South Campus, 950 S. Raymond Ave., Pasadena.

ArtCenter for Teens Parents

Wondering what to do while your teen is in class? ArtCenter’s continuing education program for adults, ArtCenter at Night, offers a variety of classes on Saturdays. Please visit artcenter.edu/ocn for more information.

ArtCenter for Teens Registration Form

Are you a returning student?  Yes  No

Last name  First  Middle

Address  Apt. no.

City  State  ZIP

Phone  Email

Social Security Number  Birth date (required)

High school and city  Art teacher  Grade  Graduation year

INFORMATION

Are you Hispanic or Latino? Select one or more from the following categories: Male  Yes  No
Female  Yes  No
Asian
American Indian/Alaska Native
Native Hawaiian/Other Pacific Islander
White
Black/African American
Decline to state

In the past two years, have you or anyone in your household qualified for the “Free or Reduced Price Lunch Program” at your school? Yes  No
Decline to state

Classes

SHS – SUMMER 2018

Morning Afternoon Summer Workshop/Intensive

SHS – FALL 2018

Morning Afternoon Summer Workshop/Intensive

SHS – SPRING 2019

Morning Afternoon Summer Workshop/Intensive

Please list an alternate choice should one of your choices become unavailable.

SHS –

Classes

PAYMENT

Check enclosed Visa Mastercard American Express Discover

Credit card number Expiration date Security code Name on card

Billing address (if different from address above) Credit cardholder signature

Scholarship Applicants Only

Gross annual household income: How much did your family earn last year? (required) Yes  No
I am applying for a scholarship. No payment is enclosed.
I have previously attended an ArtCenter for Teens class.
I am submitting samples of work. (required for all previous ArtCenter for Teens students)
I am submitting a letter of recommendation. (not required if you are submitting samples of your work)

Emergency Information

Emergency contact person  Phone  Student physician’s phone

Medical Insurance  Name of insured  Policy number

THE UNDERSIGNED HEREBY AUTHORIZES the officers, teachers, employees or agents of ArtCenter College of Design to consent to any diagnostic procedure, including, but not limited to, x-ray examination and surgical diagnosis and any medical or surgical procedure, including, but not limited to, the administration of anesthetic necessary in a medical emergency. It is understood that this authorization is given in advance to provide authority and power to render care to the attending physician, in the exercise of his or her best judgment, may deem advisable. It is understood that effort may be made to contact the undersigned prior to rendering treatment to the patient, but that any of the above treatment will not be withheld if the undersigned cannot be reached, or if it is not feasible to attempt to contact the undersigned. The undersigned authorizes any hospital or health care provider that has provided services to the above student to surrender physical custody of such students to an ArtCenter representative upon completion of treatment. The undersigned hereby waives and releases ArtCenter, its officers, teachers, employees and agents from any and all liability in connection with the exercise or non-exercise of the consent herein.

NAME AND LICENSE RELEASE By enrolling my son or daughter in educational programs at ArtCenter College of Design, I acknowledge and agree that my son or daughter may be filmed, taped, photographed or otherwise recorded while at ArtCenter and/or participating in activities relating to ArtCenter. I therefore agree that my son or daughter’s name, likeness and image recorded while at ArtCenter may be used by ArtCenter in connection with publicity and promotion for ArtCenter in any media or format, throughout the world. Agreed to and accepted by:

Printed name and relationship to student  Parent or guardian signature  Date
Getting to ArtCenter

Call 626 396-2246 for recorded directions or visit artcenter.edu/directions.

Public Transportation

Metro Gold Line
The Metro Gold Line links downtown Los Angeles to the Pasadena area, providing students with easy access to ArtCenter’s South Campus. The train stops at the Fillmore station, just one block from South Campus. For schedules and a trip planner, please visit mta.net or call 1.800.COMMUTE.

Pasadena Transit
Pasadena Transit connects ArtCenter’s Hillside and South Campuses with weekday shuttle service. The “Route 51/52” Pasadena Transit bus currently runs Monday through Friday. Please call 626 744-4055 for hours and route information.

ARTCENTER FOR LIFE
Alumna finds career path through ArtCenter for Teens

When recent alumna and VR animation concept artist Christina K. Yang (BFA 2017 Entertainment Design) was 10 years old, she started taking ArtCenter for Kids Figure Drawing classes. Raised in the San Gabriel Valley, Yang followed in the footsteps of her mom Chunae Kim, a fine artist, and her dad Teddy T. Yang (BFA 89 Illustration), who had a long career in animation. “I’ve always loved drawing,” she says. Enthusiasm for those early classes led to Yang immersing herself in ArtCenter for Teens classes for almost five years. She learned how to capture the spirit of models posing in themed costumes in John Howarth’s Advanced Drawing from the Nude class, and how to experiment with styles and colors. But it was ArtCenter for Teens’ Entertainment Design summer intensive, taught by Hao Wu (BFA 11 Illustration) and Yuri Ranum (BS 13 Entertainment), that propelled her to apply to the College’s Entertainment Design degree program, using her work in the class for her portfolio. “Each week they emphasized designing a different aspect of a world, from costumes to vehicles,” she says. Yang created a sea monster, inspired by flowers, rocks and splashes of paint. Using skills developed through ArtCenter for Teens, Yang perfected her craft at the College, imbuing her concept art with whimsy and warmth. She’s now a visual development artist at San Francisco-based Baobab Studios, making interactive VR animation shorts. “ArtCenter for Teens was a great opportunity to focus on what I wanted to do,” she says.

ArtCenter’s Other Public Programs

ArtCenter at Night (artcenter.edu/acn)
ArtCenter’s nondegree extension program—ArtCenter at Night—is ideal for students, adult learners and practicing professionals who want to refine existing skills or learn new ones.

ArtCenter for Kids (artcenter.edu/kids)
ArtCenter for Kids offers classes that teach critical thinking, innovation and visual literacy. The program aims to nurture creativity in children in grades 4–8 and help them to become designers of their own worlds.

Summer Institute for Teachers (artcenter.edu/teachers)
Open to K–12 educators in all subjects, ArtCenter for Teachers presents design as a problem-solving tool and provides practical techniques and activities to prepare you for teaching K–12 Common Core Standards and Performance Based Assessment. Professional Growth Credit available.

ARTCENTER FOR LIFE
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Please Save This Catalog

In an effort to reduce waste and pursue a more sustainable approach, catalogs are mailed out only once a year. Please save this catalog to refer to throughout the year. 2018–19 classes and program information are also available on our website:

artcenter.edu/teens