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.

**Classes and Workshops**

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"Wings are freedom only when they are wide open in flight."

Marina Tsvetaeva

You know you’re creative. You have lots of good ideas. You fantasize about your future as an artist or designer. But what are you doing to make your dream a reality?

If you know in your heart of hearts that you want to pursue your passion, then begin your journey of self-discovery in ArtCenter for Teens. It’s a journey in which you’ll create, invent, experiment, take risks, break rules, make mistakes and have fun.

ArtCenter for Teens classes are designed to provide you with rich and meaningful experiences to help you master technical and conceptual skills, grow as a person, 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, developed 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 faculty of practicing artists and designers who will share their personal stories, professional experiences and best practices with you. Our faculty will discuss career opportunities in art and design with you, 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 to invent, motivate and challenge yourself and those around you. Are you ready to find your creative voice and act on your dreams? If so, then ArtCenter for Teens is for you.

Paula Goodman
Director, K–12 Programs

ArtCenter for Teens welcomes high school students, parents and art educators to our program’s Open House.

August 10, 2019
December 7, 2019
April 4, 2020

At these informal events, held on the last Saturday of each term, we open all our classrooms—11 a.m. to noon for morning sessions, 3 to 4 p.m. for afternoon sessions—so that you can learn more about offerings for students in grades 9 through 12.

A list of classes and maps are available in the Student Gallery (Hillside Campus) and in front of the Public Programs office (South Campus).
ALTERNATIVE SKETCHBOOKS AND JOURNALS
FASHION SKETCHING
SURREALIST PEN AND INK
CHARACTER DESIGN
ILLUSTRATION

Student Portfolio

artcenter.edu/teens
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**

In recommended order:
- Branding Basics
- 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**

In recommended order:
- Graphic Design 1
- Graphic Design 2
- Branding Basics
- 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
- Photojournalist/editorial photographer
- Producer
- Screenwriter

**Classes offered in Photography**

In recommended order:
- 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**

In recommended order:
- 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**

In alphabetical order:
- 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 team members 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
  - Advanced Drawing from the Nude
  - Costume Figure Drawing
  - Design 360°
  - Dynamic Drawing
  - Intermediate Transportation Design

**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
- Drawing from the Nude
- Figure Painting
- Head Drawing
- 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 and Transportation Design**
- Introduction to Product Design
- Introduction to Transportation Design
- Industrial Design Summer Intensive
- Intermediate Transportation Design
- Supplemental classes, in alphabetical order:
  - 3D Character Modeling for Gaming
  - Advanced Drawing from the Nude
  - Costume Figure Drawing
  - Design 360°
  - Dynamic Drawing
  - Experimental Fashion Design and Construction
  - Exploring Figure Drawing
  - Figure Painting

Classes offered in Environmental Design
- Environmental Design
- Architecture
- Object + Space: Brand Experience
- Supplemental class:
  - Design 360°
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 get 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

Branding Basics SHS-114__$300
What is a brand? Learn the basics of branding—and the integral role that design plays in creating brands—by studying the work of successful (and unsuccessful) influencers, celebrities, products and companies. In this class, you will work on identifying and describing brands as well as conceptualizing and designing your own brands from the ground up. All media platforms will be studied—from social media outlets to guerrilla advertising to traditional print formats. Estimated cost of materials: $40
1–4 pm, Saturdays, Hillside Campus

One-Week Summer Workshops

Design 360º SHS-017__$350
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-105__$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 Summer and Fall Terms only

Graphic Design 1 SHS-112__$260
Ideas and inspiration are the basis of great design. In this class 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 methods 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, 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

10-Week Classes

20-Week Classes

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-105__$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 conceptualization 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, how to explore and create 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-013__ $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 illustrative perspective. You will create a finished presentation for your portfolio. Storyboard, conceptualize and design environments, develop characters and study the processes that the entertainment industry uses 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 class 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**

**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 book. 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
Offered Fall and Spring Terms only

**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
1–4 pm, Saturdays, 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. Explore the nature of various media—markers, colored pencils, ink and wash, acrylic paint and mixed media—and learn how best to use them. You will have the opportunity to work on observational as well as 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

**Experimental Fashion Design and Construction SHS-120__ $300**
Create innovative garments in this class that covers basic construction methods. With a focus on originality and the message your garment conveys, you will learn how to think outside the box; sketch and render your ideas using markers; and tell a story about your creations. Class sessions will also include conversations related to the fashion industry. Additional activities include project critiques, documentary screenings, fabric shopping, field trips and visits from industry professionals. Your creation will be photographed on the final day of class. Equipment required: Portable sewing machine. Estimated cost of materials: $50–100
9 am–noon, Saturdays, South Campus

**Figure Drawing SHS-004__ $300**
Study the processes and materials used in painting, beginning with light and shadow, and work towards complete paintings in a full-color palette. This class will cover basic painting techniques, from preparatory drawing to color mixing. Estimated cost of materials: $90
9 am–noon, Saturdays, South Campus
1–4 pm, Saturdays, South Campus (Spring Term only)

**Figure Painting SHS-005__ $300**
Working from live models, learn how to draw portraits and improve your ability to achieve a likeness of your subject. This introductory class will acquaint 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 Drawing SHS-012__ $300**
In this class, perfect for beginners and seasoned students alike, you will start by learning about 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 study 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-017__ $300**
Apply your drawing and painting skills to create album covers, ads, by magazine articles and more. 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

**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. While working on 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

**ArtCenter.edu/teens**
Photography and Imaging/Film

Directing for Film SHS-025__$300
How do you tell an amazing story? Through screenings and in-class exercises, you will learn 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
Watch 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. Estimated 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-106__$300
Follow the journey of a film—from the birth of a concept to the marketing of the final product. Explore the various stages of putting a film together, including storytelling, 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-008__$300
Photography is one of the most compelling forms of all the visual mediums. Learn about both the technical aspects of the craft and the process of making creative imagery. This class includes a review of basic 35mm camera techniques and lighting as well as 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
Explore basic architectural concepts by focusing on balance, proportion and composition. Learn how to define your ideas spatially and develop the skills necessary 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 and strengthen your ability to communicate ideas and thoughts 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 different 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 Transportation Design SHS-061__$300
Do you love cars? This hands-on class will introduce you to industrial drawing skills and techniques that transportation design professionals use. Learn the fundamental design principles and procedures that will make your design the best it can be. This class includes an introduction to transportation design as a profession, and an exploration and discussion of the trends and global forces impacting the present and future of transportation. Estimated cost: $75 for materials and $45 for textbook 1–4 pm, 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.

Character Costume Figure Drawing SHS-105W / July 22–26
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 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 am–3:50 pm, Monday–Friday, South Campus

Character Design SHS-082W / June 24–28 or August 5–9
Create and develop characters for video games, animated films and illustrations through fun and exciting exercises. Strengthen your brainstorming and conceptualization skills. Learn to develop a character layout sheet, model sheet and a turn-around. This class is for anyone who loves to draw characters, regardless of skill level. Estimated cost of materials: $80
9 am–3:50 pm, Monday–Friday, South Campus

Comic Book Illustration and Storytelling SHS–029W / July 15–19 or August 5–9
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, and line weight as well as hatching techniques, composition, color and basic principles of good design. Estimated cost of materials: $30
9 am–3:50 pm, Monday–Friday, South Campus

Concept Sketching SHS–091W / July 22–26
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 am–3:50 pm, Monday–Friday, South Campus

Creative Sketchbooks, Journals and Altered Books Workshop SHS–021W / July 8–12
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, pencils and pens. Estimated cost of materials: $50
9 am–3:50 pm, Monday–Friday, South Campus

Documentary Film Production SHS–158W / June 24–28
Explore all 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
9:30 am–3:50 pm, Monday–Friday, South Campus

CRIC 904W Summer Workshops
Drawing with Color SHS-042W / July 22–26
Explore drawing with colored media, including colored pencil, ink and wash, acrylic paint and mixed-media techniques. In this class—a great starting point for anyone interested in painting or illustration—we will go over the nature of each material and how to use it. In doing so, you’ll learn the fundamentals of color relationships and their use in composition and have the opportunity to work on observational as well as imaginative projects. Estimated cost of materials: $45
9 am–3:50 pm, Monday–Friday, South Campus

Exploring Figure Drawing SHS-055W / July 15–19
Work from live models, Old Master drawings and your imagination in this Renaissance-style workshop. In this class we will concentrate on dynamic gesture drawing, anatomical studies and mythological creatures. Portfolio building, learning new techniques, exploring materials, critiques and concept development will also be emphasized. No previous figure drawing experience required. Bring a drawing board with rough newsprint (18” x 24”), sketchbook, charcoal pencil, watercolor set, brushes and a ballpoint pen to the first class. Estimated cost of materials: $30
9 am–3:50 pm, Monday–Friday, South Campus

Fashion Sketching SHS-076W / June 24–28
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

Fundamentals of Photography SHS-089W / June 24–28 or July 15–19
Take your first step into the world of photography and learn how to use your 35mm camera as a tool for expression. Explore how selecting different shutter speeds and apertures transforms your images. Learn how to see and control light through demonstrations. And challenge yourself by applying your new technical skills in creating personal photographs. Students must have access to a 35mm SLR camera with manual capabilities. Estimated cost of materials: $100
9 am–3:50 pm, Monday–Friday, South Campus

Head Drawing SHS-014W / July 15–19 or July 29–August 2
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 / June 24–28 or August 5–9
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 is recommended. Estimated cost of materials: $70
9 am–3:50 pm, Monday–Friday, South Campus

Intermediate Photography SHS-099W / August 5–9
Take your photography skills and understanding to the next level. Explore different styles of photography and the technical issues involved in making a photograph—all in a collaborative, dynamic environment. This class will focus on editing, sequencing and building a story. Using programs such as Photos and Lightroom, you will be introduced to the digital workflow of shooting, editing and printing. We will also cover lighting, including flash and other artificial sources, as well as 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 / $435 / June 24–28
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 15–19
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 online 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 / July 22–26
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

Illustration SHS-020W / June 24–28 or August 5–9
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 is recommended. Estimated cost of materials: $60
9 am–3:50 pm, Monday–Friday, South Campus

Fundamentals of Photography SHS-089W / June 24–28 or July 15–19
Take your first step into the world of photography and learn how to use your 35mm camera as a tool for expression. Explore how selecting different shutter speeds and apertures transforms your images. Learn how to see and control light through demonstrations. And challenge yourself by applying your new technical skills in creating personal photographs. Students must have access to a 35mm SLR camera with manual capabilities. Estimated cost of materials: $100
9 am–3:50 pm, Monday–Friday, South Campus
Two-Week Summer Workshops

Experimental Fashion Design and Construction
SHS-130W__$800 / July 8–19
Learn to create innovative garments in this fun course that covers basic garment construction methods with a focus on originality and the message your garment conveys. Learn how to think outside the box, sketch and render your ideas using markers, and tell a story about your creations. Class will also include conversations related to the fashion industry. Additional activities include project critiques, documentary screenings, fabric shopping, field trips* and visits from various fashion industry professionals. Your creation will be fabricated, and you will participate in the fashion show. Class times will provide you with an in-depth look at the fashion design process—including designing and illustrating original characters, environments, vehicles and props. You will also learn to communicate through compelling storytelling.
Estimated cost of materials: $100
9 am–3:50 pm, Monday–Friday, South Campus

Film Production Workshop SHS-081W__$800 / July 22–August 2
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 through 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 shoot. 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–3:50 pm, Monday–Friday, South Campus

Writing for Film Workshop SHS-080W__$800 / July 8–19
Are you interested in storytelling but can’t figure out how to begin? By the end of this weeklong class, you’ll have learned the basics of screenwriting and completed a 10–15-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 participate 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: $50
9 am–1:50 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 a 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 8 through August 2 and meet Monday through Friday, 9 a.m. to 4:30 p.m. at South Campus, 950 S. Raymond Avenue, Pasadena.

Tuition is $1,800!
*Tuition includes supplies.
Please refer to Refund Policy on pages 27–28 for important deadlines.
Craig Attebery BFA with honors, ArtCenter College of Design; MFA, Otis College of Art and Design. Artist, illustrator and author. Exhibitions include: de Young Museum, San Francisco; Frye Art Museum, Seattle; Artstor Art Museum, New York. Clients include: Time, Newsweek, Popular Mechanics, Jet Propulsion Laboratory/NASA, Rockwell International, Hughes. Classes: Figure Drawing; Figure Painting.

Yelen Aye BFA, ArtCenter College of Design. Fashion designer, graphic designer and illustrator. Classes: Experimental Fashion Design and Construction; Concept Sketching Summer Workshop; Fashion Sketching Summer Workshop; Head Dressing Summer Workshop


James Reikou Cho BS, ArtCenter College of Design and USC. Creative director and chief branding strategist, ViOrange. Extensive experience in multidisciplinary designs and global branding strategy for top-ranked global brands and Fortune 500 companies. Clients include: Nike, Verizon, 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 BMW AG, Porzio Obiz Gimble and Fisher Automotive Inc. Production exterior design of Porsche and Fisker vehicles. Class: Industrial Design Summer Workshop.

Joe Del Rosario BS, ArtCenter College of Design; BSM E, UCLA. Clients include: Antes Electronics, Han Auto Trends, Kustom Fit RV Seating, Elegant Auto Accessories, Clinesis Medical, Eagle Creek, Clive. Designer: Johnson Controls, Edge Industrial Design, Mooney Airlines. Classes: Introduction to Transportation Design; Dynamic Drawing.

Scott Franklin BS with distinction, ArtCenter College of Design. Principal, NONdesigns, interdisciplinary design firm creating spaces, objects and brand identity. Work includes furniture, lighting and product design, exhibitions, installations and interactive spaces. Class: Object + Space Summer Workshop.

Rosi Gabel Central Saint Martins College of Art and Design London; School of Art and Design, Basel, Switzerland. Costume illustrator credits include: Moneyball; L’Oreal; Janet Jackson Tour; Oasis; Tori Amos; Shag; Stars; Shag; Insurrection. Created her own collection 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 Gehl 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, Europe and Japan. Clients include: LG, Microsoft, Hyundai, Apple, The Wall Street Journal, The New York Times, Wired, San Diego Film, Writing for Film Summer Workshop; Film Production Workshop Summer Workshop


Ryan Steven Green BA, University of Southern California. Commercial and documentary director/ editor/ festivals. include: SXSW, Austin Film Festival, Tacoma Film Festival. Awards include: Mary Lerner Human Spirit Award, Dennis Hopper Guerrilla Award. Clients include: Nike, Toyota and UCLA. Class: Documentary Film Production Summer Workshop.


Chiaki Kanda BS, ArtCenter College of Design; BA, Amherst College. Creative director, notNeutral, senior associate, Rios Clementi Hale Associates. Class: Environmental Design.


Alexandria Kaplan BFA, ArtCenter College of Design; BFA, Kansas City Art Institute. Freelance illustrator, 3D modeler, 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.


Alan Lawrence BA, University of Southern California, Los Angeles; design certification, UCLA; teaching credential, Cal State L.A. Graphic designer, film/video director/producer/editor, writer, comics writer and illustrator. Published in Palaver and Inscapoe. Clients include: Hyatt, Hilton, NOVA, East/West Players, Sony Taiwan. Class: Comic Book Illustration, Saturdays and Summer Workshop

David Le BS, ArtCenter College of Design. Creative director/ brand strategist: Urban Armor Gear, LLC. Clients include: Oakley, Smith, Salomon, Magellan, Condor Tactical. Class: Intermediate Transportation (Spring Term only).


Rachel Rogov BFA, ArtCenter College of Design. Fine artist, illustrator with more than seven years’ experience teaching and working with kids of all ages. Classes: Exploring Figure Drawing Summer Workshop.


Matthew Segotta BFA, California State University Long Beach; MFA, University of Pennsylvania. Interdisciplinary artist. Exhibitions include: LAX/TXL, Berlin; Conditional Reflex, Philadelphia; One Voice One Meter, Santa Monica. Classes: Life Sculpture Saturdays and Summer Workshop.

Delbar Shahzab MFA, ArtCenter College of Design; MFA, Art University of Tehran. Visual artist with a focus on mixed-media painting, sculpture, installation and video. Class: Head gallery work includes: Post Gallery, Wassic Project, CLU Gallery, University of Santa Barbara, Aaron Gallery. Class: Architecture.


Francesco X. Siqueiros BFA, Université de Paris-Sorbonne; BA, University of California, Berkeley; Fine Arts graduate degree, University of California, Santa Cruz. Founder, Napau Press. Printing collaborations include: John Baldessari, Ed Ruscha, Lita Albuquerque. Exhibited in the U.S., Mexico City and Paris. Class: Drawing from the Nude.


Steven Weissman San Francisco State University; Academy of Art College. Cartoonist, illustrator. Clients include: Fantagraphics Books, Super Deluxe, SpongeBob SquarePants, SpongeBob. Class: Comic Book Illustration and Storytelling Summer Workshop

Daisuke (Dice) Yamaguchi BS, ArtCenter College of Design; State University of New York, Buffalo. Consultant: Conscious Commuter Corp., a startup developing folding electric bike solutions for urban commuters; and TRLBOT, a maker of sustainable domestically manufactured Apple accessories. Class: Industrial Design Summer Intensive

Mary Yanish  BFA, ArtCenter College of Design. Illustrator. Exhibitions: Folk Tree Gallery, American Illustration Show; Art Directors Club (NY); Society of Illustrators (LA). Clients include: Bon Appetit, Capital One, Mattel, California Museum of Science and Industry, Los Angeles Magazine, Teleflora. Classes: College Summer Workshop; Creative Sketchbooks, Journals and Altered Books Summer Workshop.

Scott Zenteno  BS, ArtCenter College of Design. Entertainment designer. Clients include: MTV, Shark Robot, Opaq Creative, UCLA Miralab, Pharrell Williams, WWF. Class: Entertainment Design Summer Intensive


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: $1,800

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.


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 Campus carries most materials, but you may purchase supplies at any art supply store.

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 make exceptions 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
Fax 626 396–4219
Email teens@artcenter.edu
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
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.

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 endowed funds that support student scholarships, and donors who have contributed $1,000 or more to Public Programs between July 1, 2017 and June 30, 2018. 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; Ramone C. Muñoz (BFA 77, MFA 90) and Tom Jacobson; The Ahmanson Foundation; Richard and Jean Coyne Family Foundation; Rowe and Gayle Giesen Trust; The Rose Hills Foundation Scholarships; 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 Maberry Endowed Memorial Scholarship.

For general drawing and painting classes, see list below. Check 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 has pre-bundled packages of the above materials available for $27 (plus tax).

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

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Please contact Cecilia “C.C.” Ybarra at 626 396–4235 or cecilia.ybarra@artcenter.edu.

ArtCenter gratefully acknowledges the following endowed funds that support student scholarships, and donors who have contributed $1,000 or more to Public Programs between July 1, 2017 and June 30, 2018. 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; Ramone C. Muñoz (BFA 77, MFA 90) and Tom Jacobson; The Ahmanson Foundation; Richard and Jean Coyne Family Foundation; Rowe and Gayle Giesen Trust; The Rose Hills Foundation Scholarships; 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 Maberry Endowed Memorial Scholarship.
If Applying for a Scholarship
Submit the completed registration form and any 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/acn for more information.

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<tr>
<th>Class Number &amp; Title</th>
<th>SUMMER 2019</th>
<th>FALL 2019</th>
<th>SPRING 2020</th>
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<td>Art teacher</td>
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<td>Art teacher</td>
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<td>Art teacher</td>
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<td>Art teacher</td>
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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’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.

This summer, the College’s Public Programs Department is being renamed to ArtCenter Extension (ACX), and its popular non-degree programs are getting new names as well.

ACX Teens will still offer 65+ art and design courses to help students in grades 9–12 discover their voices. Our classes will still be taught by practicing artists and designers who will share their personal stories and professional experiences. And we’ll still be the same creative community dedicated to using art and design to inspire and challenge both ourselves and our world.

This includes ArtCenter for Teens, which becomes ACX Teens, and ArtCenter for Kids, which becomes ACX Kids. But don’t worry, only the names are changing, everything else remains the same!

12 CHARACTER DESIGN
13 ILLUSTRATION

what’s in a name?

now it’s your turn to make a name for yourself.
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. 2019–20 classes and program information are also available on our website:

artcenter.edu/teens