

ArtCenter

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PASADENA, CA 91105

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Courses
in Art and
Design

ARTCENTER FOR TEENS

For
High School
Students
Grades 9–12



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. 2017–18 classes and program information are also available on our website:

artcenter.edu/teens

COVER: STUDENT WORK CREATED IN CREATIVE SKETCHBOOKS, JOURNALS AND ALTERED BOOKS



2017—2018

<u>Summer 2017</u>		APR.03—JUN.02 Registration period	APR.06 Scholarship deadline
<u>Classes begin</u> JUN.03 Late registration 8 am–1 pm	JUN.26—AUG.11 Weeklong and Two-Week Summer Workshops	JUL.01 Holiday— no classes	JUL.07 Last day to drop Saturday classes
JUL.10—AUG.04 Four-Week Summer Intensives	AUG.12 Saturday classes end	AUG.12 Open House 11 am–noon; 3–4 pm	
<u>Classes begin</u> SEP.30 Late registration 8 am–1 pm	NOV.03 Last day to drop classes	NOV.25 Holiday— no classes	DEC.09 Classes end Open House 11 am–noon; 3–4 pm
<u>Fall 2017</u>		AUG.28—SEP.29 Registration period	AUG.31 Scholarship deadline
<u>Classes begin</u> SEP.30 Late registration 8 am–1 pm	NOV.03 Last day to drop classes	NOV.25 Holiday— no classes	DEC.09 Classes end Open House 11 am–noon; 3–4 pm
<u>Spring 2018</u>		JAN.08—FEB.02 Registration period	JAN.11 Scholarship deadline
<u>Classes begin</u> FEB.03 Late registration 8 am–1 pm	MAR.09 Last day to drop classes	MAR.31 Holiday— no classes	APR.14 Classes end Open House 11 am–noon; 3–4 pm

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Featured Class

*The Wonder of Photography:
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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.

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"This is your life. Do what you love, and do it often."

The Holstee Manifesto

Given the daily demands of doing well in school and preparing for college, when was the last time you got to spend time focusing on your dreams? Granted, getting ready for life after high school is important. So is asking yourself if what you're doing today will get you closer to where you'd like to be tomorrow.

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.

Classes in ArtCenter for Teens are designed to provide you with rich and meaningful experiences to apply art and design to 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

Director's
Letter

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

August 12, 2017

December 9, 2017

April 14, 2018

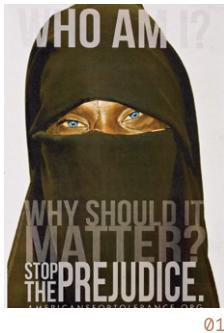
All ArtCenter for Teens classrooms are open to the public from 11 a.m. to noon for morning sessions and from 3 to 4 p.m. for afternoon sessions. Open House is a great way to learn more about the classes offered through ArtCenter for Teens.

A list of classes and maps are available in the Student Gallery (Hillside Campus) and in front of the Public Programs office (South Campus).



Open
House

- 01 ADVERTISING
 02 CREATIVE SKETCHBOOKS
 03 FIGURE PAINTING
 04 CHARACTER DESIGN
 05 ILLUSTRATION
 06 LIFE SCULPTURE



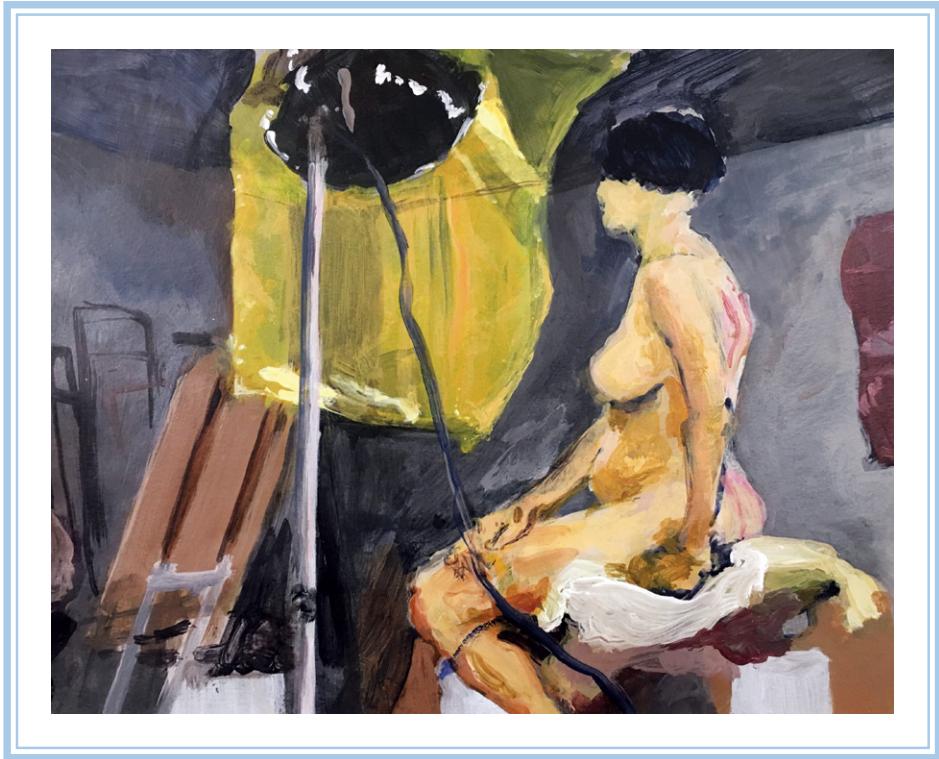
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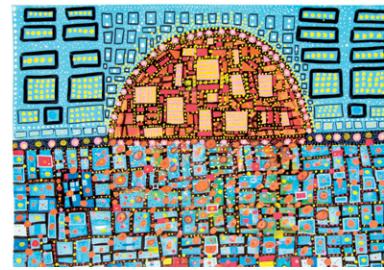


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**Student
Portfolio**

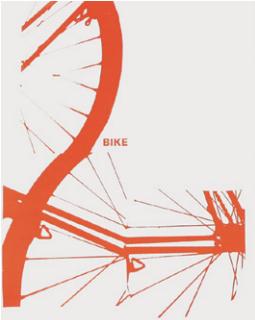


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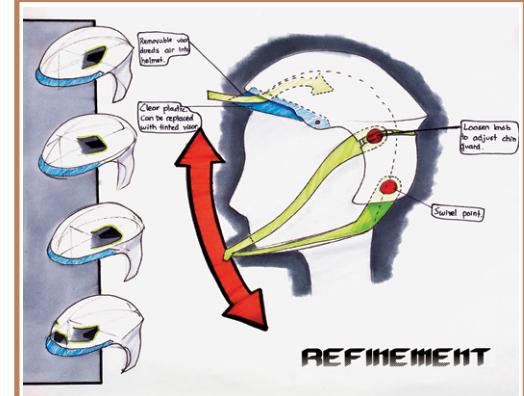
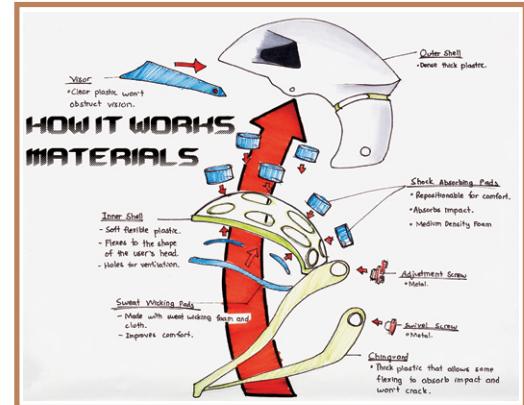
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 - 10 ENTERTAINMENT DESIGN: CHARACTERS AND WORLDS**
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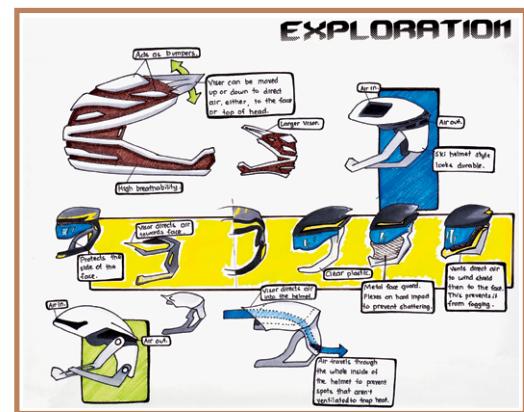
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07



REFINEMENT



08



09



10



11

Student Portfolio

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.



Design
Your Future

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:

- The Big Idea
- Graphic Design 1
- Graphic Design 2
- Digital Design
- Brandcamp Summer Intensive
- Supplemental classes, in alphabetical order:*
- Creative Letterform
- Design 360°
- Everyday Typography
- Film
- Getting Noticed: Portfolio Development
- Object + Space: Brand Experience
- Photography 1

Classes offered in Graphic Design

in recommended order:

- 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°
- Everyday Typography
- Getting Noticed: Portfolio Development
- 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

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

Getting Noticed: Portfolio Development

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



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 text 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

in recommended order:

- Figure Drawing
- Drawing with Color
- Drawing from the Nude
- Figure Painting
- Advanced Drawing from the Nude
- 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
- Getting Noticed: Portfolio Development
- Sculpture

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

in recommended order:

- 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
- Getting Noticed: Portfolio Development
- Intermediate Product Design
- Intermediate Transportation Design
- MODO for Entertainment

Design
Your Future

Classes offered in Illustration

in recommended order:

- Figure Drawing
- Illustration
- Drawing with Color
- Drawing from the Nude
- Advanced Drawing from the Nude
- Head Drawing
- Character Design
- Entertainment Design
- Head Painting

Supplemental classes, in alphabetical order:

- Animation
- Comic Book Illustration
- Design 360°
- Dynamic Drawing
- Experimental Fashion Design and Construction
- Exploring Figure Drawing
- Figure Painting
- Getting Noticed: Portfolio Development
- MODO for Entertainment

Classes offered in Product and Transportation Design

in recommended order:

- Introduction to Product Design
- Introduction to Transportation Design
- Industrial Design Summer Intensive
- Intermediate Product Design
- Intermediate Transportation Design
- Personal Mobility: Designing How We "Go"

Supplemental classes, in alphabetical order:

- Design 360°
- Dynamic Drawing
- Experimental Fashion Design & Construction
- Getting Noticed: Portfolio Development
- MODO for Entertainment

Classes offered in Environmental Design

in recommended order:

- Environmental Design
- Architecture
- Object + Space: Brand Experience

Supplemental classes, in alphabetical order:

- Design 360°
- Getting Noticed: Portfolio Development



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.

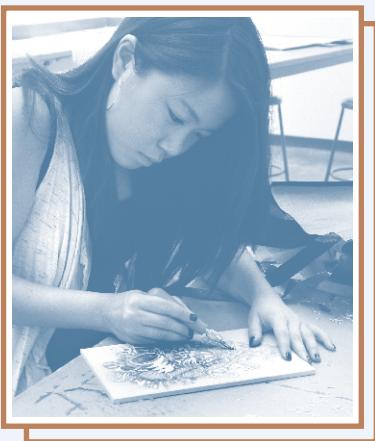
TRANSPORTATION DESIGNERS work alongside engineers to create exteriors and interiors of vehicles. Although some designers specialize in public transportation, most concentrate on cars, trucks or motorcycles.

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





**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

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

*Except Life Sculpture and Personal Mobility:
Designing How We "Go" (\$435).

10-Week
Classes

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 guerilla 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 learn 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, exploring how these steps relate to methods used on the computer. You'll set the limits to your four creative assignments of a poster, logo, media application, and design of your "big idea." Created to complement *Graphic Design 2*, this class shows how structure and meaning help to shape your 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 design. *Graphic Design 2* will teach you a thought process to shape your ideas into visual narrative. Projects expand on the foundations of design 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. Created to complement *Graphic Design 1*, this class shows how the structure and meaning of your ideas and design can be further aided through the use of the computer. 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 such as composition and lighting while learning how 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-043__\$375

Whether you're watching a music video, a cool 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, 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-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 illustrator's perspective and complete 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 class description.

9 am–noon, Saturdays, South Campus

Introduction to Transportation Design SHS-061__\$300

See Product, Transportation and Environmental Design section for class 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

Learn one of the latest trends in the illustration world. 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

Creative Letterform SHS-102__\$300

Discover how to create compositions concentrating on the form of letters. The straight and curves, verticals and horizontals can produce a strong directional movement. The thick and thin strokes and 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—markers, 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 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-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

See Entertainment Design section for class description.

1–4 pm, Saturdays, South Campus

Everyday Typography SHS-106__\$300

Typography is a language mastered in the streets as graffiti and embedded everywhere in our popular culture. Discover your creative voice through a personal type project. Learn how to draw brush script calligraphy using brush-lettering pens, paint a hand-lettered sign and choose the right tools for the job. You'll be introduced to classic typefaces and learn how to select the best typeface for the message you are trying to communicate. Discover how to transform your letterforms into works of art. This class is ideal for students looking to pursue graphic design, illustration or the fine arts. **Estimated cost of materials: \$50.**

9 am–noon, Saturdays, South Campus

Offered Summer and Fall Terms only.

Experimental Fashion Design & Construction SHS-120__\$300

Create original and innovative garments in this fun 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 Drawing 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 focus on 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 teaching you about proportion, structure, facial features and likeness by visualizing 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: \$60.**

1–4 pm, Saturdays, South Campus

Head Painting SHS-096__\$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.

*10-week
Classes*

Illustration SHS-011__\$300

Apply your drawing and painting skills to produce a variety of projects, including CD 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 Modo—the rapidly growing 3D content creation software known for its speed and ease of learning—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. **Cost of materials 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. **Cost of materials 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 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 marketing 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

Be it fashion, fine art, advertising or documentary, the portrait and landscape are dynamic elements of photography. This class delves into their power and potential through 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 creative imagery. In this class, we will review basic 35mm camera techniques and lighting, and you will be exposed 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. Contemporary photography is examined throughout the class. 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

The Wonder of Photography: A Photo Workshop for Teens with Special Needs and Abilities SHS-107__\$350

Awaken a sense of wonder and engagement in students with special needs through the non-technical practice of photography as art therapy. This class offers students a relaxed and creative environment to help foster self-expression and engagement with their surroundings. Students will be given a soft introduction to the world of photography with visually oriented instruction, exposure to inspiring images for inspiration and hands-on picture taking themed to a relatable topic or subject. Fine motor skills and cognitive abilities will be nurtured and developed, as well as a sense of personal achievement through the sharing of their work with new friends. *Required: point and shoot digital camera.* **Cost of materials included in class tuition.**

1–4 pm, Saturdays, South 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-013__\$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 be introduced to product design as a profession, learn industrial drawing techniques, concept development and visualization skills, and learn about marketing and production processes. **Estimated cost of materials:** \$75.

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. You will be introduced to transportation design as a profession, and explore and discuss 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 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.

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.



One-Week Summer Workshops

Art as Design SHS-087W / June 26-30

Discover how to become a stronger conceptual thinker 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 am-3:50 pm, Monday-Friday, South Campus

Character Costume Figure Drawing SHS-105W / July 24-28

Do you love drawing characters from your imagination, but feel your characters 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 give a variety of poses and lengths so you can learn to work fast and slow. You will also study other artists who work from live models in order 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 26-30 or August 7-11

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: \$50.**

9 am-3:50 pm, Monday-Friday, South Campus

Collage SHS-024W / July 31-August 4

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 really 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 am-3:50 pm, Monday-Friday, South Campus

Comic Book Illustration and Storytelling SHS-029W / June 26-30 or August 7-11

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 am-3:50 pm, Monday-Friday, South Campus

Concept Sketching SHS-091W / June 26-30

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 17-21

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-138W / July 10-14

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 your own individual documentary outline to create a short documentary 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

Summer Workshops

Drawing with Color SHS-042W / July 10-14

Explore drawing with colored media, including colored pencil, ink and wash, acrylic paint and mixed-media techniques. 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. This class is a great starting point for anyone interested in painting or illustration. **Estimated cost of materials: \$65.**

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

Exploring Figure Drawing SHS-055W / June 26–30

In this Renaissance-style workshop, work from live models, Old Master drawings and your imagination, concentrating on dynamic gesture drawing, anatomical studies and mythological creatures. Portfolio building, learning new techniques, exploring materials, critiques and concept development are 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 / August 7–11

Create stylized fashion sketches that are bold and expressive, yet loose and casual. Learn anatomical exaggerations and explore various methods and mediums to develop your own unique style and vision for fashion. This is an intense, fun and creative sketching workshop. **Estimated cost of materials: \$75.**

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

Figure Painting SHS-093W / August 7–11

Study the processes and materials used in painting, beginning with light and shadow and working toward complete figure paintings in a full-color palette. The basic techniques, from preparatory drawing to color mixing, are covered. *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

Fundamentals of Photography SHS-089W / June 26–30

Take your first step into the world of photography and learn how to use your 35mm camera as a tool for expression. Explore how the selection of 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

Summer Workshops

Head Drawing SHS-014W / July 17–21

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 teach you about proportion, structure, facial features, likeness and how to 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: \$60.**

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

**Illustration SHS-020W / August 7–11**

Apply your drawing and painting skills to produce a variety of projects, including CD 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 24–28

Take your understanding and skills to the next level by exploring both the different styles of photography and the technical issues of making a photograph—all in a collaborative, dynamic environment—with a focus on editing, sequencing and building a story. This class will introduce you to the following: 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, 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 / July 10–14**

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. There will be frequent demonstrations, class discussions and critiques 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 / August 7–11

In this studio, you will have the opportunity to invent your own brand. 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 for environmental and product design. **Estimated cost of materials: \$45.**

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

Remix Media SHS-109W / June 26–30

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 31–August 4

Discover your wildest imagination through surrealism, ink and montage. Learn techniques of contour line drawing, shading, pointillism, scumbling, cross-hatching and design fundamentals through ink drawings. Add typography, pose and poetry to your work. Then merge it all to create dreamlike surreal collages based on the techniques perfected by Max Ernst, Salvador Dalí, René Magritte and Man Ray. **Estimated cost of materials: \$45.**

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

Writing for Film Workshop SHS-080W / June 26–30

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 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: \$50.**

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

Two-Week Summer Workshops

Design 360° SHS-018W_ \$800 / July 31–August 11

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 10–21

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 will be encouraged to think outside the box and tell a story about your creations. You will also engage in conversations that relate to the fashion industry and its various outlets. Additional class activities include project critiques, watching documentaries, fabric shopping, field trips and visits from various fashion industry professionals. Your garment(s) will be photographed on the final day of the course. **Equipment required: Portable sewing machine. Estimated cost of materials: \$75.**

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

Film Production Workshop SHS-081W_ \$800 / July 17–28

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 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



Experimental Fashion Design & Construction SHS-130W_ \$800 / July 10–21

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 will be encouraged to think outside the box and tell a story about your creations. You will also engage in conversations that relate to the fashion industry and its various outlets. Additional class activities include project critiques, watching documentaries, fabric shopping, field trips and visits from various fashion industry professionals. Your garment(s) will be photographed on the final day of the course. **Equipment required: Portable sewing machine. Estimated cost of materials: \$75.**

9 am–3:50 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 10 through August 4 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 page 27 for important deadlines.*

Brandcamp SHS-300W

Are you ready for an in-depth exposure to the advertising and graphic design industry? 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. 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 have the opportunity to acquire an industry skill set and to build proficiency in concept development, research ability, design execution, presentation and collaboration. **Estimated cost of materials: \$30.**

9 am–4:30 pm, Monday–Friday, South Campus

Entertainment Design SHS-301W

Whether you're producing a movie, a video game or a theme park, entertainment concept design serves an integral role in the creative process. Concept designers intrigue audiences by bringing immersive, impactful and never-before-seen visuals to life. They require not only great imagination, but also an understanding of how things are built and the ability to communicate these concepts to the people who will construct these new worlds. In this four-week intensive, you will be introduced to entertainment design by learning all aspects of the design process, including designing and illustrating original characters, environments, vehicles and props. Learn how 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**

Ever wonder how an iPhone reaches store shelves from an initial napkin sketch? Amazed by 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 four-week intensive, you will be introduced to industrial design through an immersion into all aspects of the design process via lectures, in-class sketching, modelmaking and in-depth critique sessions. Presentation skills will be emphasized and transdisciplinary activities with Graphic Design/Advertising and Entertainment Design students will simulate working in a design consultancy. **A camera (point and shoot, DSLR or quality smartphone) is required for documentation exercises; a laptop is required and an iPad/tablet is recommended for research and presentations. Programs required: PowerPoint for PCs or Keynote for Macs. Estimated cost of materials: \$85.**

9 am–4:30 pm, Monday–Friday, South Campus

Greg Andrade MS Arch, Woodbury University; B. Arch, Cal Poly, San Luis Obispo. Architect LEED AP, fine artist/designer. Owner: Andrade Art Works Design INC. Clients: Walt Disney Imagineering. *Class: Architecture*

Alex Ascencio BFA, ArtCenter College of Design; Azusa Pacific University. Graphic Designer and letterpress printer. *Class: Everyday Typography*

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

Yelen Aye BFA, ArtCenter College of Design. Graphic designer and illustrator. Co-founder, Machine In Use Studios (Stop Motion Playground). *Classes: Experimental Fashion Design and Construction; Modo for Entertainment; Concept Sketching*

Thomas Broersma BFA, ArtCenter College of Design. Illustrator, sculptor, comics guy and fine artist. Published in TapCab Books, *Pasadena Weekly*, OC Weekly, FIND Art. Exhibitions in Los Angeles, Orange County and San Diego. Clients include: Mattel, SpinMaster, Hasbro, Jakks Pacific. *Classes: Comic Book Illustration, Saturdays and Summer Workshop*

James Reikuo Chu BS, ArtCenter College of Design and USC. Creative director and chief branding strategist, ViaOrange. Extensive experience in multidisciplinary designs and global branding strategy for top-ranked global brands and Fortune 500 companies. Clients: Nike, Nokia, Vertu, Belkin, Cisco, Linksys, Verizon Communications, Motorola, Disney. Specialties: Global branding strategy, brand identity/experience, user experience, industrial design, system design, interaction design, service design, retail design, environmental design, creative direction, multidisciplinary team management. *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, Porsche Design GmbH and Fisker Automotive Inc. Production exterior design of Porsche and Fisker vehicles. *Class: Industrial Design Summer Workshop*

Joe Del Rosario BS, ArtCenter College of Design; B.S.M.E., UCLA. Clients: Antex Electronics, Airspeak Wireless Communications, Han Auto Trends, Kustom Fit RV Seating, Elegant Auto Accessories, Clinisync Medical, Elnari International Auto Accessories, Eagle Creek, Clive. Designer: Johnson Controls, Edge Industrial Design and Mooney Airplanes. *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, exhibits, installations and interactive spaces. *Class: Object + Space Summer Workshop*

Rosi Gabl Studied fashion illustration, Central Saint Martins College of Art and Design in London, and fashion design, School of Art and Design, Basel, Switzerland. Costume illustrator credits include: *Moneyball*; L'Oréal; Janet Jackson Tour 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. (minicase.me). *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 and abroad. *Classes: Film; Directing for Film; Writing for Film Summer Workshop; Film Production Workshop Summer Workshop*

Jenna Gibson BFA with honors, ArtCenter College of Design. Illustration/fine art. Clients/exhibitions: Giant Robot, Gauntlet Gallery, 35MM Design, La Luz De Jesus, Cella Gallery, Phone Booth Gallery, 11:11 Collective, Cannibal Flower, Boroff & Co, Art/Work/Place, Flower Pepper. *Class: Illustration Summer Workshop*

Ryan Steven Green BA, University of Southern California. Documentary and commercial director/editor. Festivals: SXSW, BendFilm Festival, Austin Film Festival, Sidewalk Film Festival, Tacoma Film Festival. Awards: Mary Lerner Human Spirit Award, Chagrin Documentary Film Festival 2016; Audience Award, Best Documentary, Hell's Half Mile Film and Music Festival 2016; Dennis Hopper Guerrilla Award, Albuquerque Film & Media Experience 2013; Best Documentary, Downtown Los Angeles Film Festival 2013; Best Documentary Short, Festivus Film Festival 2010. Clients: Nike, Toyota, Green Dot, Plantronics, Torani, Zegna, UCLA. *Class: Documentary Film Production Summer Workshop*

Eva Hart BFA, Ball State University. Photography, painting and sculpture. Instructor for Disney's Culture of Innovation. Exhibitions: The J. Paul Getty Museum, Santa Monica Museum of Art, Spring Art Collective, Out Post for Contemporary Art, BLK/MRK gallery. Collaboration with LA Art Girls. Clients: URB Magazine, Photographer's Forum. *Classes: People and Places: Exploring Photography; Photography II; Intermediate Photography Summer Workshop*

Michael Horowitz BFA, Otis-Parsons 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 art manager at The Walt Disney Company, Hallmark, Disney, Random House and Nickelodeon. *Class: Figure Drawing*

John Howarth A.A., Los Angeles Valley College. Illustrator, set designer, muralist. Clients: Adelphia Cable, Crazy Shirts, KFC, Disneyland Hotel, Bristol Farms, Milt Wright Publishers, Warner Bros. Music, L.A. County Fair. *Classes: Figure Drawing; Advanced Drawing from the Nude; Exploring Figure Drawing Summer Workshop*

Salomon Huerta BFA, ArtCenter College of Design; MFA, UCLA. Fine artist and illustrator. Fine art solo shows: Christopher Grimes Gallery, Patrick Painter Gallery, Gagosian Gallery, Patricia Faure Gallery, Julie Rico. Group shows include: Santa Monica Museum of Art, Hammer Museum, Mexico City Museum, Whitney Museum of American Art, Long Beach Museum of Art. Illustration clients: *Los Angeles Times Magazine*, *Saludos Hispanos Magazine*, *Self Help Graphics*. *Class: Illustration*

Mindy Kang BFA, ArtCenter College of Design. Clients include: Nestlé, Honda North America, Honda Central America/Caribbean, Royal Elastics, Burger Bar, L.A. Marathon, Skechers, Bella+Canvas. *Class: The Big Idea*

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*

Diana Keeler BA, Occidental College. Producer, editor, art director. Certified Adobe Education Trainer. Participant: Glendale International Film Festival; Golden Gate International Film Festival. Clients: Korn Ferry, American Taekwondo Association, Habayit, Thousand Mile Media, Zing Factory. *Classes: Filmmaking from A-Z Saturdays; Remix Media Summer Workshop*

Lureline Kohler Disney Feature Animation, screen cartoonist. Disney Consumer Products character art manager. Warner Bros. Studios, Dreamworks Studios. Freelance illustrator, Dogwood publishing. *Class: Head Painting*

Howard Kouo BFA, ArtCenter College of Design. Multimedia specialist, University of Southern California. Writer: *Little Red Plane*, an animated short film. US Army 1989 to 1996. *Class: Animation*

Jenn Kuca BS, ArtCenter College of Design; BA, UC Santa Cruz. Senior strategic designer, Boston Consulting Group, Digital Ventures. Clients include: Calvin Klein, Starbucks, LG, Bentley, Microsoft, PepsiCo, Keurig, Bayer, Hyundai, and Nokia. *Class: Introduction to Product Design*

David Le BS, ArtCenter College of Design. Creative director/brand strategist: Urban Armor Gear, LLC. Clients: Oakley, Smith, Salomon, Magellan and Condor Tactical. *Class: Intermediate Transportation (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 Schuster, Scholastic, Penguin Publishing, UPS, Vogue, *The Today Show*, TED. Exhibitions: NCCIL Museum, Chicago; Eric Carle Museum; Seibu Gallery, Japan; Space 38/39 Gallery; Figures Futur Salon du Livre, Montreuil, France. *Classes: Figure Painting Saturdays (Spring term only); Figure Painting Summer Workshop*

Ronald J. Llanos BFA with honors, ArtCenter College of Design. Illustrator, artist. Clients: Passion Marketing, Metropolitan Transportation Agency, *Kitchen Sink Magazine*, *Los Angeles Journal*. Exhibitions: Polytechnic School, ON Gallery, Ghettogloss, ANDlab, Nucleus, Avenue 50 Studio, AIGA Art/DESIGN/LA. Publications: *CMYK Magazine*, *Society of Illustrators*, *Pasadena Weekly*. *Classes: Character Design and Head Drawing, Saturdays and Summer Workshops; Character Costume Figure Drawing Summer Workshop*

Jeff McMillan BFA, ArtCenter College of Design. Exhibited in New York, San Francisco, Los Angeles, London, Canada and Mexico. Clients: Nike, Microsoft, Mountain Dew, Disney Consumer Products, Billabong, Fall Out Boy, *Elle*, *Esquire*, *Paper*, *Chronicle Books*, *L.A. Weekly* and *O.C. Weekly*. *Class: Comic Book Illustration*

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*

Graham Moore Higher National Diploma, Wimbledon School of Art, London; College of Technology, East Ham, London. Clients: Neiman Marcus, JC Penney, Samsung Music. Worked in London, Dallas and Los Angeles as an art director/graphic designer. Awards: Certificate of Excellence, Print Design Annual. *Classes: Art as Design and Creative Letterform Summer Workshops*

Christian Morin M.F.A., Cranbrook Academy of Art; BFA, ArtCenter College of Design; A.A., Fashion Institute of Design & Merchandising. Art Director, Graphic Designer. Clients and collaborators include: ForYourArt, MOCA, A+D Museum, La Gaité Lyrique, Print Magazine, GD USA, Cranbrook Art Museum, Art Center College of Design, Girl Skateboards, The Quiet Life, Paul Frank, Staples Center. *Classes: Brandcamp Summer Intensive and Saturdays; Design 360° Saturdays and Summer Workshop*

Donna Pungprechawat BS, ArtCenter College of Design. Exhibition designer; furniture/product designer. Currently exhibition design supervisor, Natural History Museum, Los Angeles. Formerly: exhibition designer, The J. Paul Getty Museum; brand designer, Gensler; and co-founder of furniture/lighting design studio Remade Studios. Past experience includes work in the fields of architecture, landscape architecture, costume and prop design, and environmental graphics. *Class: Environmental Design*

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

Robert Sherrill BFA, ArtCenter College of Design. Art director, Global Entertainment Industries. Former art director, Wildfire Lighting & Visual Effects. Painter. Exhibitions: Beaux Arts Gallery, Thousand Oaks Library. Clients: *Dance Magazine*, Playboy Jazz Festival, private portrait and landscape commissions. *Classes: Concept Design Basics; Entertainment Design: Characters and Worlds*

Francesco X. Siqueiros BFA, Université de Paris-Sorbonne; BA, UC Berkeley; Fine Arts graduate degree, UC Santa Cruz. Founder of El Nopal Press Fine Art Publications. Printing collaborations: John Baldessari, Ed Ruscha, Harry Gamboa, Jr., Lita Albuquerque, Laddie John Dill. Exhibited in the U.S., Mexico City and Paris. *Class: Drawing from the Nude*

Paul Soady East Sydney School of Art, Australia. Art director. Worked in Australia, U.K. and U.S. Founder, Australian Type Directors Club. Currently working on projects for advertising agencies and direct clients. Awards: Australian Art Directors & Writers Club, One Show. *Class:* Getting Noticed: Portfolio Development

Daniel Sorenson BFA, ArtCenter College of Design. Art director/graphic designer. Clients: FOX Sports, FX Networks, CBS, Universal Television, CNN, TNT, 20th Century Fox, Disney, Warner Bros. and Sony Pictures Entertainment. Author of *Photoshop CS2 for Advertising and Marketing: Secrets from an Entertainment Advertising Insider*. *Class:* Motion Graphics

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

Stefan Studer BA, Zurich University of the Arts, Switzerland. International fashion and celebrity photographer. Editorial featured in *Vanity Fair*, *Vogue*, *GQ*, *The New York Times Magazine* and *Rolling Stone* among others. Advertising campaigns for Hugo Boss, Sony Music, Lee Jeans, Volkswagen, International Red Cross, IWC. Instructional credits and organizational associations include Pasadena Child Development Associates, Frostig School, CoachART, artworxLA, Andre Agassi Foundation. *Class:* The Wonder of Photography: A Photo Workshop for Teens with Special Needs and Abilities

Hataya Tubtim BFA, ArtCenter College of Design; New York Academy of Art; MFA, Otis College of Art and Design. Public and teaching artist. Exhibitions and public art: *Obscured Lines: Contemporary Drawing in Los Angeles*, Valley College Art Gallery; *De Colores: A Community Story Project*, Arvin, Calif. *Classes:* Drawing with Color Saturdays and Summer Workshop

Lauren Volk MFA, Otis College of Art and Design; BFA, ArtCenter College of Design. Society of Illustrators, London. Designer, Teamwork Design. Owner, LV Design. Private consultant, portfolio development. *Classes:* Alternative Sketchbooks and Journals; Surrealist Pen and Ink Summer Workshop

Daisuke (Dice) Yamaguchi BS, ArtCenter College of Design; SUNY Buffalo, NY. Consultant: Conscious Commuter Corp., a startup developing folding electric bike solutions for urban commuters; and TRTLBOT, 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 (N.Y.); Society of Illustrators (L.A.). Clients: *Bon Appétit*, Capital One, Mattel, California Museum of Science and Industry, *Modern Maturity*, *Los Angeles Magazine*, Teleflora. *Classes:* Collage Summer Workshop; Creative Sketchbooks, Journals and Altered Books Summer Workshop

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

Thomas Zenteno BS, ArtCenter College of Design. Concept designer. Clients: Animal Logic, Disney Channel, Bad Robot, Thinkwell. *Class:* Entertainment Design Summer Intensive



Faculty
Info

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 late afternoons. 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 programs. 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 9. A 50 percent tuition refund will be given to students who drop a class between June 9 and July 9. 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 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.

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.

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 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.

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 2 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 call 626 396-2246 or visit artcenter.edu/directions.

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 am–9 pm
Fridays, 9 am–5 pm
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 ArtCenter for Teens class, one workshop or 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 the Public Programs office: 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 not done any art or design work previously, you should submit a letter of recommendation; if you have some original works either in sketchbook form or completed form, you may wish to 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 class(es).

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

Scholarship deadlines

Summer 2017 April 6
Fall 2017 August 31
Spring 2018 January 11

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" (though you may submit photos or slides if your pieces are too large to include in your portfolio).
5. Write your name on the back of each piece.

Scholarship decisions

Each scholarship applicant is evaluated based on a combination of our available scholarship funds, the 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.

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.

For additional scholarship information contact:

Cecilia "C.C." Ybarra
cecilia.ybarra@artcenter.edu
626 396-4235

ArtCenter gratefully acknowledges the following donors who have contributed \$1,000 or more to Public Programs between July 1, 2015 and June 30, 2016. 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.

Lowell Milken Family Foundation and Professor Leah Toby Hoffmitz,
Honorary Alumna
Genevieve Beauvais

Ramone C. Muñoz (BFA 77, MFA 90) and Tom Jacobson
Richard and Jean Coyne Family Foundation
General Motors Foundation
Rowe 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.

Registration

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/acn for more information.

FOR OFFICE USE ONLY: RECEIVED PROGRAMMED MP CS

STUDENT ID # _____

Register Online:
artcenter.edu/teens

Mailing Address:
P.O. Box 7197
Pasadena, CA
91109-7197

Fax:
626 396-4219

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 American Indian/Alaska Native Asian Black/African American
 Female No Native Hawaiian/Other Pacific Islander White 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 SUMMER 2017 FALL 2017 SPRING 2018 \$

SHS – Class Number & Title Morning Afternoon Summer Workshop/Intensive \$

SHS – Class Number & Title Morning Afternoon Summer Workshop/Intensive \$

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

SHS – Class Number & Title Morning Afternoon Summer Workshop/Intensive \$

TOTAL \$

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) _____ Cardholder signature _____

Scholarship Applicants Only

Gross annual household income: How much did your family earn last year? (required) _____ Number of family members in household (required) _____

Yes No I am applying for a scholarship. No payment is enclosed.
 Yes No I have previously attended an ArtCenter for Teens class.
 Yes No I am submitting samples of work.
 Yes No (required for all previous ArtCenter for Teens students)
 Yes No 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 that 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 student 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 LIKENESS 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 _____



12 CHARACTER DESIGN
13 DYNAMIC DRAWING
14 FIGURE DRAWING



13



14

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 continuing studies 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.



STUDENT WORK CREATED IN A CLASS TAUGHT BY STEFAN STUDER

DO YOU BELIEVE IN MAGIC?

New photography class for students with special needs

Magic happens almost every time you take a photo, says international fashion and celebrity photographer Stefan Studer. For teens with special needs, he says, photography isn't just magic. It's freedom.

In his ArtCenter for Teens class *The Wonder of Photography: A Photo Workshop for Teens with Special Needs and Abilities*, Studer will take students on a 10-week journey of self-expression and exploration within a relaxed and creative setting.

"With photography, students with special needs are able to bring out emotions that they have inside, and that they may have learned in school to analyze or control," says Studer, also an instructor at non-profits artworxLA and Pasadena's Frostig School for children with learning disabilities. "This class should create an open world for them where they can

express themselves without boundaries, since photography has no boundaries. They can be who they are."

Students will start out by splitting into small teams, with one camera per team, and will experiment taking photos at the class's South Campus location. After those sessions, they'll review the images, and discuss them. Towards the end of the workshop, they'll go on to do more complicated assignments outside of the building.

"They'll develop confidence and be inspired," says Studer, whose work has been featured in *Vanity Fair*, *Vogue*, *GQ* and *The New York Times*. "The focus will be on ideas, images, dreams and imagination."