

PRECOLLEGE 2023

IMMERSION CLASSES

Immersion classes are designed to reflect real experiences from our diverse majors. The courses are relevant to specific majors while also applicable to many others. Visual arts education in a chosen area will build skills that apply to many creative practices.

Please read ALL the Immersion descriptions to understand your selections before ranking your choices. Students are enrolled in 2 Immersion classes.

Business of Art and Design: Brand Strategy and Marketing

Learn the principles of marketing and tools for creating an effective brand strategy. Students will take on the role of a brand strategist to create a campaign for a struggling business or a new creative business. The final project will be a visual proposal of a new brand strategy and promotional marketing campaign.

Computer Animation: 3D Animation

Discover the complexities of computer animation. This immersion covers subjects that are universal to most 3D software packages and to animation. Through a series of assignments, students will be introduced to basic modeling, animation, texturing, and lighting techniques using the 3D modeling and animation software.

Computer Animation: Visual Development for Animation

Explore elements and processes involved in drawing for animation and story. This immersion covers techniques and processes involved in creating artwork for animation with a focus on character development. Students will be introduced to animation concepts including gesture drawing and quick sketch and the creation of volume and depth to capture action and attitude within a single pose.

Creative Writing: Comics & Games

Learn the fundamentals of writing for comics and games. In this immersion, students will learn the basic elements needed to create their own effective, engaging comics, video games, and tabletop games. We'll work together to create a welcoming writing workshop environment that includes classroom discussion of both published comics, games, and student work.

Creative Writing: Stories and Scripts

Learn to write effective, audience-pleasing stories that excite readers and audiences. This immersion is designed to give students a basic understanding of the story-writing process. Emphasis will be placed on character, scene, plot, dialogue, conflict, and revision, providing students with a basic understanding of the art and craft of writing effective stories.

Entertainment Design: Themed Environments

From theme park attractions to museum exhibits, live concerts, and resort destinations, Entertainment Design is the art of creating compelling and engaging experiences that take guests on magical journeys that immerse them in a story. This course will introduce students to the design processes that bring immersive entertainment experiences to life. Students will conceive and visualize a themed environment that could serve as a real-world experience.

Film: Production

Learn how producers take a script to screen. This immersion introduces students to the entire filmmaking process, including producing, directing, cinematography, sound, and editing, of a short film. Each student will experience the writing, directing, and editing of a film. The course will highlight how film stories work, how to plan a film, effective collaboration with others, use of editing to control the pacing, and how music can heighten the emotional impact of a film.

Film: Directing

Learn the fundamentals of film directing. This immersion introduces students to the basics of performance, dialog subtext, camera placement, scene coverage, editing for performance, character intentions and motivations, and collaboration. The course emphasizes the emotional side of filmmaking, giving students the opportunity to gain understanding about character intentions and motivations, and how to best capture performances on camera.

Fine Arts: Conceptual Practices

Learn to follow your intuition and develop the researching skills needed to create a cohesive body of work. This immersion offers students a self-directed path towards the realization of unique works of contemporary art. Students are encouraged to both experiment and develop traditional skills. Students will complete projects in mind mapping, drawing, painting, and mixed-media collage.

Fine Arts: Painting

Learn the fundamentals of oil painting and develop the technical skills to paint from life. In this class, students will complete multiple paintings exploring techniques and methods for representational painting. Emphasis will be on observation to develop a more sensitive perception of color, value, and shapes.

Fine Arts: Printmaking

Learn how printmaking, one of the most traditional fine art techniques, is applied, in contemporary work. This immersion covers multiple processes involved in creating artwork for fine art, graphic design, photo, and textile printing. Students will create unique singular prints, and prints in multiple, using screen-printing and other monoprint techniques.

Game Art: Game Assets

Design and create assets for tabletop and video games using cutting-edge software used throughout the game industry. In this class, students will learn to model game ready 3D models with visually appealing surface definitions including a card back, loot crate, and animated robot. Emphasis is on the principles of designing and producing 3D computer-generated art assets.

Game Art: Game Design

Create your own playable platform that you can publish and share with friends and family. This immersion introduces students to the fundamentals of designing video games, including: player start, decisions, interaction, rules, opposition, and goals through level design utilizing cutting-edge 3D computer-generated art assets and advanced software tools. Students will review and analyze the different types of core mechanics and the classification of games by target audience.

Game Art: Visual Development

Learn to develop artwork for Game Art. This immersion focuses on visual exploration of ideas and the generation of characters, props, and set designs with the potential for interactivity. Students will be introduced to basic elements of art direction with an emphasis on sound draftsmanship and creating original designs as they are used in an entertainment industry pipeline.

Graphic Design: Text and Image

Graphic design touches you every day through packaging, logos, websites, apps, T-shirts and posters for bands, sports, movies, and more. In this immersion you will apply the foundation principles of graphic design to create meaning through image, text, and composition. Learn techniques for rapidly generating many variations of your initial idea to refine and expand your skill.

Illustration: Traditional Illustration

Learn how to tell stories and communicate concepts through the visual language of illustration. In this immersion, students will practice composing images, exploring media, and employing color theory to express emotion and create interesting characters and scenes.

Illustration: Digital Illustration

Explore the fundamentals of digital illustration. This immersion will explore basic design principles, user interfaces, tool functions, and digital image making techniques using popular digital drawing and painting applications.

Illustration: Digital Sculpting

Digital sculpture is easier than you think. This immersion teaches students digital sculpting techniques using form development methods combined with 3D modeling to create detailed digital models and sculptures. Students will learn to plan, create, and develop models for movies, games, comic books, and toys.

Illustration: Visual Development

This immersion introduces students to a variety of techniques and methods that are used to create effective characters and background designs for all media. Students will be placed in a small team setting and will learn to practice the research, brainstorming, critical analysis, and improvisational techniques that are necessary to create and implement conceptual work in the professional field.

Make! Digital Fabrication

Take your ideas from hand-drawn sketches to three-dimensional sculptures and products. This immersion offers students the opportunity to use cutting-edge technology to design, develop, and manufacture props and products. Students will complete projects in Vinyl & Laser Cutting, and 3D Modeling & Printing.

Motion Design: 2D Animation

This immersion will explore the fundamental principles of Motion Design through exercises exploring pre-production idea generation, collaboration, design and composition, and 2D key-frame animation/compositing. Emphasis is on movement, metamorphosis, transition, sequence, time and rhythm, pace, and editing word to picture stories.

Motion Design: Storyboarding

Storyboards are the first visual pass at a movie script and they become the blueprint for the film. This immersion develops an understanding of the basics of storyboarding conventions and techniques, film language, continuity editing and descriptive drawing for visual storytelling. Students will work from a script and pre-production packet to develop a scene for an animated short.

Photography & Imaging: Digital Photography

From sharing images on social media, to utilizing stills, video, and sound in multimedia productions, photography is at the forefront of our visual culture. This immersion will focus on the technical and aesthetic elements of the photograph to develop successful compositions and convey the meaning of the image.

Sound Design

Sound is half of the picture; join us for a crash course in sound design and immersive audio. Students will start with the basics of audio recording and design, working their way through foley, dialogue, and sound design, up to a full-fledged mix. Each student will sound design a handful of small exercises, leading up to a final project mixed in our state-of-the-art Atmos facility.

Virtual Reality: Avatar Maker

In this course, students will learn how to design, model, texture, and apply animations to a custom avatar. In virtual worlds, avatars play a critical role in the user experience and sense of embodiment. In connected online environments, we will increasingly use these digital portrayals to represent ourselves as we shop, socialize, learn, and work in the future.

Virtual Reality Development

Virtual Reality Development students will pioneer and advance this new—and explosive—medium for art and artists. This immersion will introduce the principles, tools, and methods applied in creating virtual spaces. Students will learn the basic processes for creating synthetic objects using 3D software and placing them into a virtual space using game engine technology.

CORE CLASSES

PreCollege students are automatically enrolled in all 4 Core classes. Core classes provide fundamental skills development applicable to all visual arts studies.

2D Design

This class will introduce students to the elements and principles of 2D Design. Students will practice digital drawing, learn to employ emphasis and sophisticated color harmonies, and to combine text with image to create digital postcards.

3D Design

This class will introduce students to the elements and principles of 3D Design. Students will learn the process of digital sculpting to create an embellished human skull and animal creature using ZSpheres. Students will learn the terminology of 3D space, line, plane, edge, mass, space, and movement.

4D Design

This class will introduce students to the basics of working with Time-based media and designing in “4D space”. Students will explore timing, spacing, rhythm, and sequential design using both traditional and digital media.

Figure Drawing

This class will introduce students to the basics of drawing the figure from life. Through daily drawing exercises, students will explore the concepts of gesture, proportion/measurement, volume/space, basic anatomy, and composition.