

PRECOLLEGE DISCOVERY 2026 CLASSES

Each Discovery class is designed to reflect real experience from our diverse majors. The applicant is advised to review all course descriptions before selecting their preferred class.

Students are reserved in one class based on space availability at the time of application. If space is not available you are waitlisted. Class enrollments are secured upon receipt of your \$500 tuition deposit due by the date specified in your acceptance letter.

SESSION A: June 21-26

Sequential Storytelling

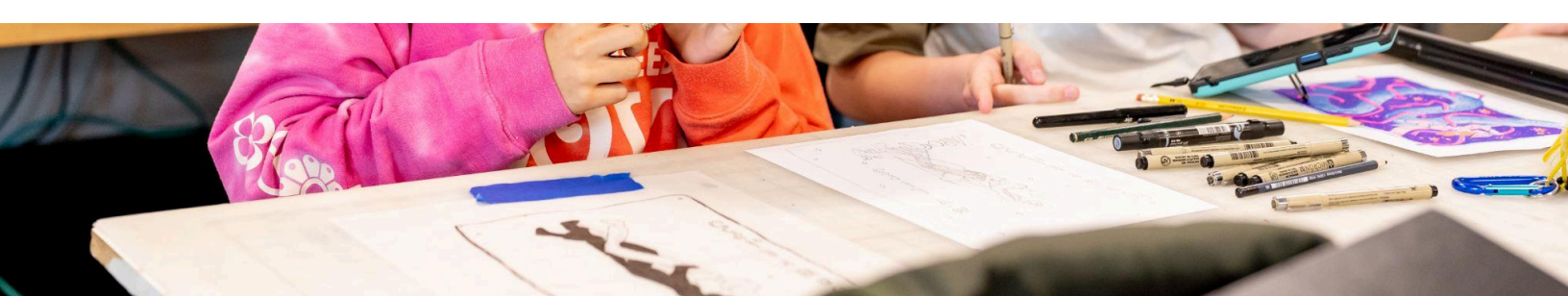
Students will learn how to visualize a pitch-ready beat board—a key step in visual storytelling. Starting with brainstorming sessions, students will learn to develop scenes across genres, from live-action to animation. Students will outline key story beats, explore staging and lighting, and draw final storyboard panels, culminating in a verbal pitch presentation of their visual narrative.

Drawing with Character

Students will learn how to design compelling characters from concept to completion. The course begins with brainstorming and exploring design variations in shape, style, and personality. Students will then develop their character's anatomy and structure, creating front, side, back, and three-quarter views. The final deliverables include expressive pose sheets and facial expression charts.

Concept Art

Step into the imaginative world of concept art and visual development. Students will build skills in sketching, digital painting, and storytelling while exploring their own artistic voice. Through hands-on projects and peer critiques, they'll gain insight into industry practices and creative workflows. This course is ideal for anyone curious about art, animation, or design careers, and the skills taught are adaptable across many disciplines.



SESSION B: June 28 - July 3

Brand Camp

This course introduces students to the fundamentals of brand development. Starting with an original business idea, students will create a brand strategy and bring it to life as a compelling visual identity. Students will design logos, choose color palettes, explore typography, and develop supporting materials that align with the brand concept. The course also builds strategic thinking and software skills, culminating in a brand poster that presents their complete branding package.

Drawing with Character

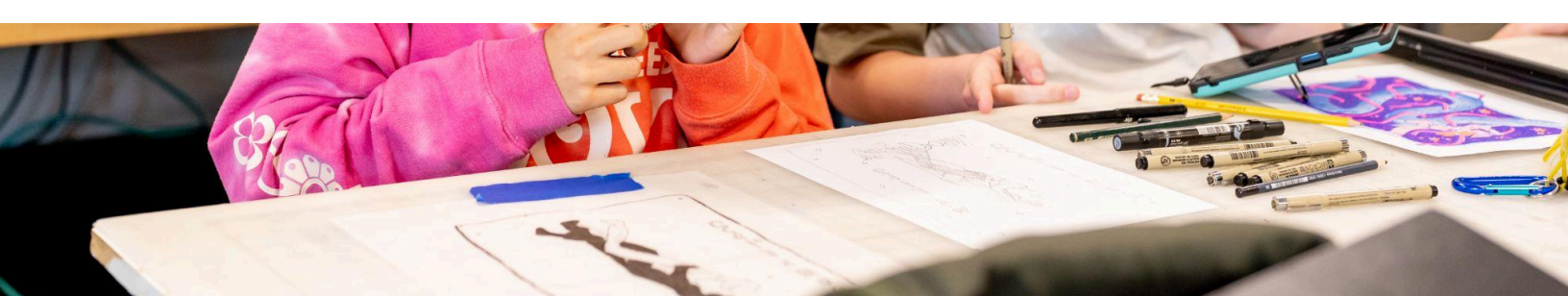
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SESSION C: July 5-10

Introduction to Cinematography

Students will learn the fundamentals of visual storytelling through camera work and lighting techniques. Working on professional soundstages with industry-standard cameras, they will explore framing, composition, and exposure control. Through guided exercises focusing on camera operation, lens selection, and lighting setups, participants will understand how technical choices create emotional impact and visual meaning. The course emphasizes creative decision-making and teamwork in a cinematic context.

3D Design for Animation

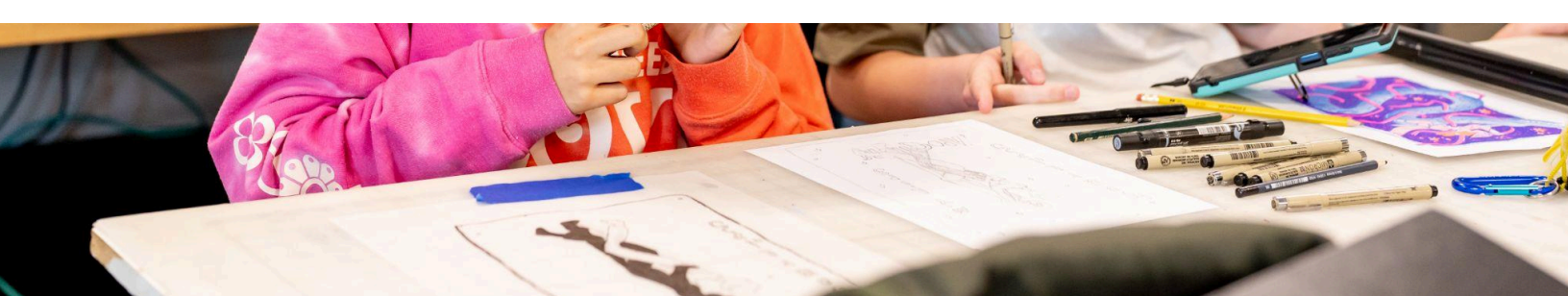
Students will explore the core stages of the 3D animation pipeline, including modeling, texturing, posing, and lighting. Through hands-on exercises, they will build foundational technical and artistic skills. The course emphasizes visual storytelling and 3D Design principles. By the end of the week, students will create a fully rendered 3D scene.

Visual Storytelling

Students will learn how to create compelling images that communicate ideas and emotion. Through drawing and painting exercises, they will explore composition, color theory, and design fundamentals. Emphasis is placed on developing a personal visual style and storytelling voice. Ideal for illustrators, animators, and comic artists, this course builds skills useful across many creative fields.

Themed Entertainment

This course dives into the world of theme park and attraction design. Students will design a mobile merchandise cart experience to solve themed entertainment challenges, imagining creative solutions. Emphasis is placed on storytelling, interactivity, and user experience. Students will consider how their designs engage visitors while supporting product sales. Final presentations will showcase how design thinking enhances the guest journey.



SESSION D: July 12-17

Introduction to 2D Animation

In this hands-on course, students will explore the fundamental principles of traditional animation. Using basic shapes and forms, they will experiment with timing, spacing, and motion to bring drawings to life. Classic animation exercises will introduce key techniques such as squash and stretch, anticipation, and follow-through. The week culminates in a short animated sequence that showcases their understanding of movement and expressive motion.

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