

PRECOLLEGE DISCOVERY 2027 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 20-25

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.

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.

Portrait Drawing: People and Animals

Students will learn the basic anatomy and measurements of the human head and how to capture a likeness. We will also explore the simple planes of the head and how light and shadow shapes are created under a strong light source. Students will also be introduced to the basic anatomy of a horse and dog and how to create animal portraits. We will look at master artists who create human and animal portraits and how their work is composed and created.



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.

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.



SESSION B: June 27 - July 2

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.

Concept Art

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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.

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.



Logo Design

Learn and practice the strategy, motivation, and practical skills involved in developing logo and brand identity designs. The course will focus on developing icon and letter design skills in Adobe Illustrator, as well as introductory pitch deck outlines.The aim of the course is to develop a portfolio-ready project for applying to college graphic design programs.

Sound Design for Animation

This course introduces students to the process of designing sounds specifically for animated and motion based mediums. They'll explore the role of sound effects, voice, and music in enhancing narrative and emotion. Students will work with audio software to edit and layer sound into existing animated scenes. In the end, they will produce a short sound design piece aligned with a visual project.



SESSION C: July 4-9

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.

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.

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.

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.



Visual Storytelling

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SESSION D: July 11-16

Creative Technologies

Design and build robots, interactive media, apps, and games. In this hands-on Immersion, students will learn beginner-friendly tools and the basics of creative coding through fast, playful projects. Students will create original apps and playable games, bring robots to life, and design interactive experiences that respond to voice, touch, and motion. No previous coding or technical experience is needed. By the end of the Immersion, students will have a collection of working prototypes and a better understanding of how creative technologists turn ideas into creations people can use and enjoy. This Immersion is a great fit for students interested in the Creative Technologies, Entertainment Design, Game Art, and Motion Design majors.

Creative-preneurship: The Business of Creativity

This course empowers aspiring creatives to uncover who they are, what they stand for, and how entrepreneurship can support their artistic journey. Through self-reflection, branding exercises, and coaching strategies, students will define their mission, vision, and aesthetic identity. Students will build a digital presence designed around sustainable and meaningful creative practices.

Drawing with Character

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Speak for Your Art: How to Build Confidence in Presenting Your Artwork

Art does not always speak for itself. As an artist, you put a lot of meaning into your work, but sometimes the audience doesn't quite 'get' it. This course will give you the vocabulary, the presentation skills, and the confidence to speak about your work to both small and large audiences. You will build a mini-portfolio, consisting of your "personal voice portrait" to show your growth throughout the week, artist statements to describe your work, and prompt cards to use while presenting your work.