



EXCEPTIONAL MINDS SUMMER Workshops 2019

Monday - Friday
10am - 3pm

Register by June 1st for a \$100 discount

TO VISIT AND APPLY CLICK HERE

www.exceptional-minds.org
(818) 387-8811

Session 1 (June 17-28)

- Cartoon Time (12-15yrs)
- Animation (16yrs+)
- Intro to VFX (16yrs+)
- Intro to 3D (16yrs+)
- Comic Book Design (16yrs+)

Session 2 (July 8-19)

- Cartoon Time (12-15yrs)
- Principles of Animation (16yrs+)
- Intro to VFX (16yrs+)
- Character Sculpture in Zbrush (16yrs+)
- YouTube Content Creator (16yrs+)

Session 3 (July 22- August 2)

- Cartoon Time (12-15yrs)
- Storyboarding for Animation (16yrs+)
- Advanced VFX (16yrs+)
- Gaming in Unity (16yrs+)
- Photography (16yrs+)

Session 4 (August 5 - 16)

- Cartoon Time (12-15yrs)
- Animation (16yrs+)
- Fantastic Jobs and How to Find Them (16yrs+)
- Motion Graphics (16yrs+)
- D&D Role Playing (16yrs+)

Summer Classics

Cartoon Time (Ages: 12-15)

Create an animated cartoon using Adobe Animate software. This super fun and very popular class gives young artists an opportunity to make their creative ideas come to life.

Animation

Design and animate characters and environments using Adobe Animate software. Artists can create their personal animated shorts or work on a larger production. This very popular class gives students the ability to create and animate their stories in a collaborative environment.

VFX Intro

Reality and fantasy collide as students learn techniques that postproduction professionals use to create visual effects for movies and television. Students will shoot their own footage and, using Adobe After Effects, put themselves in the action.

VFX Advanced

Get your VFX chops. Students who have taken the VFX summer class in the past or existing Exceptional Minds students who are serious about increasing their skills will delve into Mocha and Nuke as they learn the professional pipelines used in today's VFX industry. Intro to VFX or previous VFX classes required.

Intro to 3D

Students are introduced to the 3D production workflow using Autodesk Maya. They will use 3D software to model, texture, light, animate, and render a short sequence. Along the way, they will learn the concepts and principles of the 3D workspace and how to unleash their creative ideas.

Principles of Animation

Take your animation to the next level by learning how to apply the 12 Principles of Animation. Artists will work through classic animation exercises and explore techniques to make their action more believable and easy to read using principles defined by legendary Disney animators Frank Thomas and Ollie Johnston.

Storyboarding

Students will learn how a combination of shot angles, camera movements, and the principles of design can be used to create a visual story. By the end of this workshop, students will pick one of three prompts to create a one-minute animatic.

Character Sculpture in Zbrush

Design and create 3D characters in the user-friendly 3D modeling software. Digitally Sculpt in Zbrush and learn to create humanoid and animal forms. After learning the basic construction and texturing techniques, students have the opportunity to bring their own character design to life.

Comic Design

Come learn about comics as a sequential art form, learn how to create and pose characters, layout action, the proper use of panels, and so much more! Whether you come with an idea or develop it during our workshop, we'll take you through the steps of taking a comic from concept to completion.

NEW!

D&D Role Playing

Have you ever wondered what it would be like to visit realms of fantasy and magic? Want to learn the basics of character design and story writing? Then prepare to sling dice and slay monsters with the world's most popular role-playing game! This workshop uses role-playing to develop the social, intellectual, and creative skills of our players.

YouTube Content Creator

Students will learn how to make a video for YouTube from start to finish. They will be able to create their own vlog, make a tutorial video, make a gameplay walkthrough, or create an unboxing video! The class will cover all of the stages of production: from idea generation and writing, to editing and uploading their final video on their YouTube Channel.

Photography

Capture amazing photos using your DSLR or another camera*. Learn in-camera techniques for framing, composition, and lighting, along with photo editing in LightRoom and other easy applications. *Students can bring in any camera with adjustable settings (including quality cellphone cameras with the addition of a \$30 lens kit). DSLRs preferred.

Fantastic Jobs and How to Find Them

This fun class teaches skills for self-promotion and how to create materials to apply for a job or school. Students practice interviewing skills, develop a resume, professional website (WIX account required), and LinkedIn account.

Gaming in Unity

Learn the fundamentals of game building in the state-of-the-art game engine Unity. The class will focus on creating a 2D matching or puzzle game with art design by the student and some basic scripting.

Motion Graphics

Combine text, graphics, and sound to create dynamic video projects in Adobe After Effects. Students learn to apply the elements and principles of design and motion, along with techniques for developing concepts and storyboards.

\$25 non-refundable new student application fee