

STUDENT WORKSHOPS (CONTINUED)

2D ANIMATION Students will learn the basics of bringing a character to life, using Toon Boom Harmony. Frame-by-frame and rigged puppet animation will be discussed.

GAME DESIGN Students will gain hands-on experience working in the Unity game engine. The Unity engine is one of the two most widely used engines in the industry. Students will get to build their own game levels from asset libraries and learn about level design.
(Prior programming experience is not required.)

DEVELOP PROFESSIONAL SOCIAL MEDIA SKILLS Learn how to use your photography, writing, and video skills on social media. Work with Public Relations and Film faculty to understand how to develop content and images for a more polished presence.

TEACHER WORKSHOP

POST-MODERN POTS

Dr. Elizabeth Kuebler, Associate Professor of Art History

This teacher session will provide a demonstration and participatory workshop on teaching postmodernism through lecture, video assignments, and the creation of a postmodern version of an ancient Greek vessel. Lesson plans and resources will be provided.
(6 PGP Points)



UNIVERSITY of
SAINT FRANCIS™

2701 Spring Street, Fort Wayne, IN 46808 / art.sf.edu



USF Creative Arts
HIGH SCHOOL
WORKSHOP - SPRING 2024

NEW TIME (9 a.m.-12:30 p.m.)
Portfolio Review (1-2 p.m.)

HIGH SCHOOL WORKSHOP

Friday, Feb. 16, 9 a.m-12:30 p.m.

REGISTRATION FEE (\$15) / DEADLINE: MONDAY, FEB. 12

Participate in one of our workshops. **\$15 registration fee** is for students only / teacher workshops are free. Space is limited - Places will be reserved on a first-come, first-serve basis. ***IT IS ADVISABLE TO REGISTER EARLY.***

- * High school art teachers should inquire about other workshop options for groups larger than 10 students.
- * No more than 2 students per school will be assigned to a specific workshop. Junior and senior students will be given priority.
- * Students registering on their own (*and are not homeschooled*) should first clear their absence with their art teacher/school.

**Mail registrations / payments to USF Creative Arts:
Attention: Molly McGowan / High School Workshop
University of Saint Francis
2701 Spring St., Fort Wayne, IN 46808**

STUDENT / TEACHER SCHEDULE

Check-In (Teachers/Students): 8:30-9 a.m.

** juice, coffee and donuts provided*

Student Workshop / Teacher Workshop: 9 a.m.-12:30 p.m.

Talent Scholarship Reviews: 1-2 p.m.

Students can meet with USF Creative Arts faculty for an art portfolio review and/or music audition for talent scholarships to USF. (Participants should notate this when they register.)

*** Optional Lunch Break: 12:30-1 p.m.**

Students and teachers are responsible for bringing their own lunches if they are participating in talent scholarship reviews.

LOCATION (VISUAL ARTS)

Rolland Art Center, USF Main Campus, 1014 Leesburg Rd., Fort Wayne, IN

DRAWING Whether students are interested in studio art, concept design for gaming, or comics and graphic novels, knowing how to draw is an essential skill for creative communication. Students will experience a fast-paced introduction to drawing at a professional level. Fundamental drawing techniques will be demonstrated and practiced. All materials are provided. (*This course is ideal for students with limited /no experience in drawing.*)

CERAMICS Students will learn new hand-building/wheel-throwing techniques. Students will be able to complete one or more projects. Students should bring boxes to store their ceramic work.

PHOTOGRAPHY IS MAGIC This workshop will show you different ways to transfer photographs onto paper, wood, metal, and other materials - using a variety of household solvents and some surprising materials. ***Students should bring their own art and photographs on a USB drive/cloud. Students can also bring printed laser copies to work from. (Stock images will also be provided by the USF Instructor.)***

ILLUSTRATION Traditional illustration is back and in a big way. A vast amount of creative work being produced in ad agencies and design shops around the world is utilizing illustration in their clients' work. Students will experiment with various media on paper in the traditional genre. Students may choose their favorite medium with reference materials and supplies provided.

MAKE YOUR OWN SKETCHBOOK (PRINTMAKING) Students will design their own sketchbook cover and print it using monoprint techniques. They will then bind a sketchbook using their monoprint design as the cover. Students should plan to bring sketches to work from. All other supplies will be provided.

ADDITIONAL WORKSHOP CHOICES ON BACKSIDE >>>

For questions, contact:

**Molly McGowan - USF Creative Arts Coordinator
at 260-399-8064 or mmcgowan@sf.edu**

TEACHER REGISTRATION (Deadline: Mon., Feb. 12)*



Name: _____

Email: _____
* Please include email for confirmation and further workshop instructions.

Phone: _____

High School: _____

H.S. Address: _____

City: _____ State: _____ Zip: _____

Cut along dotted line >>>

STUDENT REGISTRATION (Deadline: Mon., Feb. 12)*



Name: _____

Email: _____
* Please include personal email for confirmation and further workshop instructions.

Phone: _____ Grade Level: _____

WORKSHOP PREFERENCE (Mark 1 / 2 / 3 for first, second and third choice):

DRAWING ___ PRINTMAKING ___ ILLUSTRATION ___ CERAMICS ___ PHOTO ___

2D ANIMATION ___ VIDEO GAME DESIGN ___ SOCIAL MEDIA SKILLS ___

Participate in a Talent Scholarship Review with USF Faculty (Circle One or Both):
Portfolio Review (Visual Arts) Performance Audition (Music)

Parent/Guardian Name: _____

Home Address: _____

City: _____ State: _____ Zip: _____

High School: _____

CREATIVE ARTS

Mail Registration

Molly McGowan - USF Creative Arts
University of Saint Francis
2701 Spring St.
Fort Wayne, IN 46808

* Teacher workshops are FREE and are scheduled in the order that registrations are received.

CREATIVE ARTS

Mail Registration

Molly McGowan - USF Creative Arts
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Fort Wayne, IN 46808

* Student workshops are \$15 per student. Include payment with registration.

* Registrations are scheduled in the order that they are received.

* Student workshops are non-refundable.