



WOODBURY
UNIVERSITY

HIGH SCHOOL ACADEMY INTENSIVE SUMMER 2016

DURATION

Monday, June 13 – Friday
July 15, 2016 (5 weeks)

AUDIENCE

Students entering
11th or 12th
grade ONLY

COST

\$250 registration fee
(includes parking)
+ textbooks and/or
supplies at own expense

ANIMATION

*Introduction to
Animation*

M / W / F
9 AM-12:30 PM
2 unit studio
course

ARCHITECTURE

*Design Lab:
Introduction to
Architecture*

M / W / F
9 AM-12:30 PM
2 unit studio
course

COMMUNICATION

Public Speaking

M / W / F
9:30 AM-12:30 PM
3 unit lecture
course

**DESIGN
FOUNDATION**

*Drawing fundamen-
tals and beyond*

M / W / F
9 AM-12:30 PM
2 unit studio
course

FASHION DESIGN

*Introduction to
Fashion Design*

M / W / F
9 AM-12:30 PM
2 unit studio
course

FILMMAKING

*Introduction
to Production*

M / W / F
9 AM-12:30 PM
2 unit studio
course

**GAME ART
& DESIGN**

*Introduction to
Game Design*

M / W / F
9 AM-12:30 PM
2 unit studio
course

GRAPHIC DESIGN

*Introduction to
Photoshop*

M / W / F
9 AM-12:30 PM
2 unit studio
course

**PROFESSIONAL
WRITING**

*Writing by
Imitation*

M / W / F
9:30 AM-12:30 PM
3 unit lecture
course

PSYCHOLOGY

*Introduction to
Psychology*

M / W / F
9:30 AM-12:30 PM
3 unit lecture
course

To Apply: woodbury.edu/hsacademy

Questions: Contact Kelly Nittoli,
summerprograms@woodbury.edu
or (818) 252-0729

ANIMATION*Introduction to Animation*

An introductory course to familiarize students with various styles of animation production techniques such as traditional hand-drawn animation, digital animation, and stop motion animation. Students will view films showing various production techniques and will produce a short project in one or more styles. Studio. Prerequisites: none

ARCHITECTURE*Design Lab: Introduction to Architecture*

Design Lab is a five-week course offered by Woodbury's School of Architecture that introduces high school students to principles of experimentation and design. Taught by inspired design faculty and graduate students, the course is organized within a framework of thinking, drawing, and making. Students are immersed in a studio environment and will work in on-campus computer and fabrication labs, experimenting with 3D printing and laser cutting, and learning about architecture and design through traditional and digital hand drawing, material experimentation, and model-making exercises. The course explores the practice and promise of alternative methods of design thinking. Studio. Prerequisites: none

COMMUNICATION*Public Speaking*

A study of the oral presentation of ideas and feelings that blends contemporary communication theory with traditional approaches to public address. Provides experience in interpersonal communication, public speaking, and critical listening skills. Lecture. Prerequisites: none

DESIGN FOUNDATION*Drawing Fundamentals and Beyond*

Designers, artists, and many other disciplines use drawing to communicate and create. This studio course is an introduction to the language and principles of freehand drawing. Students will work directly from observation to explore methods of perceiving spatial and tonal relationships as well as to consider drawing as a means of research, ideation and personal expression. Studio. Prerequisites: none.

FASHION DESIGN*Introduction to Fashion Design*

This course offers a thorough introduction to the fashion industry. Students will explore the world of fashion, experiencing first-hand the process of designing collections, as they create individual projects reflecting their individual aesthetic. Many aspects of this fascinating industry will be covered, such as fashion history, textiles, and the design process. The course will culminate with a presentation of the students' work. Studio. Prerequisites: none.

FILMMAKING*Introduction to Production*

This class will explore digital filmmaking. Students will learn how to use equipment, plan a production, shoot and edit. Students will make either a documentary or narrative film. Studio. Prerequisites: none.

GAME ART & DESIGN*Introduction to Game Art & Design*

An introduction to the study & practice of video game design. What makes a game "a game"? Why do people play? Students will play and examine games both old and new. Games will be broken down into structural elements and discussed. Topics include the creation of play mechanics, player objectives, rule-set unambiguity, game flow, use of shape and color, scoring systems, and what it means to be a game designer. Students will design their own original games that will be play-tested and group-critiqued in class. Studio. Prerequisites: none.

GRAPHIC DESIGN*Introduction to Photoshop*

An introductory course in the fundamentals of graphic design, with emphasis in image-making in Adobe Photoshop. Students will learn how to correct and manipulate images, including their own digital photography, create digital illustrations and apply image effects. In addition, the course will cover the basics of image composition, typography and the design development process. Studio. Prerequisites: none.

PROFESSIONAL WRITING*Writing by Imitations: An Introduction to Professional Writing*

This class is a writing and document design workshop based on project-based activities that use creative writing styles and non-fiction writing genres as models. As students select writers to creatively imitate, they will also practice types of writing ranging from humorous writing, to news writing, to technical writing. While creating ePortfolios for their writing, students will also be guided through the uses of Adobe Illustrator and Photo Shop and decide how best to supplement their projects with photos, illustrations, and videos. Lecture. Prerequisites: none.

PSYCHOLOGY*Introduction to Psychology*

Most of us have wondered why people do the things they do. This course will provide you with an introduction to psychology, the science of human thought and behavior. In this class we will explore and apply concepts such as learning, memory, perception, social influence, and psychological disorders. Students will be challenged to apply their understanding of the concepts to real-world experiences and events. Lecture. Prerequisites: none.