Intensive Summer Program 2018
June 25–July 27 @ Woodbury University

Duration // Monday, June 25 – Friday, July 27 (5 weeks)

Audience // Students entering 11th or 12th grade

Tuition // Only $250, includes parking (textbooks and/or supplies at own expense)

Register // Visit woodbury.edu/hsacademy

Questions? // Contact Kelly Nittoli
818.252.0729 or summerprograms@woodbury.edu

Design Lab
Learn to think like a designer!
M/W/F
9AM – 12:30PM
2 unit studio course

Smart Money
M/W/F
9:30AM – 12:30PM
3 unit lecture course

Making a Better World
M/W/F
9:30AM – 12:30PM
3 unit lecture course

The Art & Design Portfolio
Customize your portfolio to your area of interest!
M/W/F
9AM – 12:30PM
2 unit studio course

Filmmaking Fundamentals
Make your own film from start to finish!
M/W/F
9AM – 12:30PM
2 unit studio course

Programming Augmented Reality Experiences
Become the next "Pokémon Go" creator!
M/W/F
9AM – 12:30PM
2 unit studio course

Check out more info on back!
Design Lab
Explore Woodbury University's architecture and interior architecture disciplines. Design Lab introduces high school students to principles of experimentation and design. Taught by inspired design faculty, the course is organized within a framework of thinking, drawing, and making.

Prerequisites: none.

Making a Better World
We'll examine 3 topics from an interdisciplinary perspective encompassing the liberal arts and sciences, drawing on non-fiction, fiction, film, philosophy, history, law, plays, speeches, art, and poetry. Together we'll explore happiness, the future, and justice/injustice. Our readings and media will be no more than a few pages or 20 minutes of media. You'll be exploring what great thinkers--both contemporary and ancient, from the Western World and beyond--have said about ways to make the world, and yourself, better. You'll create 3 different projects, showcasing your understanding of the sources and your ideas on the topics.

Prerequisites: none.

Filmmaking Fundamentals
An introductory course that provides an exploration of digital filmmaking. Through a hands-on approach, students will learn how to use equipment, plan a production, shoot, and edit footage. They will be immersed in the filmmaking environment and become familiar with the medium from pre-production through post-production as they develop and direct their own documentary or narrative film.

Prerequisites: none.

Programming Augmented Reality Experiences
An introductory course that explores augmented reality environments. Through a hands-on approach, students will learn basic programming, 3-D modeling, and building for Hololens and mobile applications. They will be immersed in a treasure-hunt game project involving the creation of 3-D models and their virtual placement in the campus environment. Students will become familiar with basic Unity and C# programming as they develop their own narrative for this augmented creative experience.

Prerequisites: none.

Smart Money
This course is designed to help high school students better manage their finances and career goals. Topics covered include spending and budgeting, car and school loans, credit card and interest rates, identity theft precautions, résumé writing, and interview techniques for obtaining a job.

Prerequisites: none.

The Art & Design Portfolio
Through this course, students learn to develop their design and drawing skills and create work for their college entrance portfolio. Emphasis is placed on developing creative design concepts, gaining practical problem-solving skills, and learning the fundamentals of freehand observational drawing. The course culminates in a project of the students' choice related to the professions of Graphic Design, Game Art & Design, Fashion Design, or Animation.

Prerequisites: none.