Aacd-100  Aesthetics, Art Hist. & Critsm

Aacd-102  Artists Way
An empowerment course for all artists who want to explore the myths and monsters that block their creativity. The student will find creative freedom from a variety of blocks, including limiting beliefs, fear, self-sabotage, jealousy, guilt and addictions. These blocks will be replaced with artistic confidence and productivity. Students will be guided through exercises to stimulate their imaginations.

Aacd-103  An Artist's Business Course

Aacd-130  Metal Product and Project Dev
This class will guide the designer or artist through the research and design processes necessary for bringing a product or project to the marketplace. Whether the product is high end furniture or a sculpture designed for a public space, learn to research and prepare a professional proposal for presentation to a potential client, investor or patron. The class is not limited to type of product or materials, but should include metal as a primary element. Students will be required to fully design their product or project from thumbnail sketch to final presentation drawings or renderings.

Aacd-130  Business for Artist & Designer
This class focuses on the artist as a designer, craftsman, and fine artist. Teaches how to work with galleries, protect copyrights, manage time, keep records, pay taxes, attract clients and collectors, price work, get legal advice, write a resume, prepare and present a portfolio, interview for jobs, and establish and achieve clear and effective goals. Examines issues of the ethics and integrity of designers and fine artists in the studio and marketplace.

Aacd-135  Primer for Creative Process

Aacd-143  Business of Art
A successful career as an artist requires more than talent. This course, a collaboration between ArtServe Michigan and CCS, provides information and practical strategies for artists who wish to develop their business skills in support of their careers. Guest lecturers will share their expertise in the areas of marketing and self-promotion, business plans, legal issues, accounting, grants and funding, insurance and professional development.

Aacd-143  Business of Being an Artist

Aacd-145  Teaching Portfolio
Teaching portfolios have grown increasingly important for artists and arts educators working...
in academia. They are valuable tools for promotion, evaluation and self-evaluation and as evidence of successful teaching. What should be included and how should the work be presented? The instructor and guest lecturers will offer insight into the content and structure of a successful teaching portfolio for arts educators.

AACD-151 CREATIVITY, ART, & THE SACRED

AACD-160 CREATIVE WRITING
This course will touch on the many areas of writing - fiction, poetry, creative essay, autobiography. Through writing exercises, group critique and special assignments, you will be able to find the writing "voice" that is unique to you. A fun, safe and energizing environment to explore your personal creativity.

AACD-170 ARTISTS IN EDUCATION
This course is for artists who wish to excel as artist/teachers working in community arts programs. Topics will include the development of age and skill appropriate curricula, lesson preparation tools, classroom management techniques, cultural awareness and special needs sensitivity and the development and use of appropriate outcomes-based evaluation materials.

AACD-180 INSIDE THE ART WORLD
Curators, artists, conservators, gallerists, collectors, museum professionals and arts activists open their studios, portfolios and collections to you and share their vision, observations and methods of working. See the art world from the inside and discuss what you discover with your instructor and classmates.

AACD-190 CAREER DEVELOPMENT FOR ARTIST

AACD-195 ART EXHIBIT DESIGN
This hands-on class will take you through the process of planning and executing an art exhibition. Students will be instructed on the theories of art exhibition as they curate, prepare the gallery and hang a visual art exhibition, culminating in a reception for the artists and students.

AACD-243 FUNDAMENTALS OF GRANT WRITING

AACD-245 ADV. GRANTWRITING
Students will delve into advanced research tech dissecting a federal RFP, and create a logic model

AACD-250 VISUAL JOURNAL
Students will learn to open new paths of visual "thinking" and problem-solving to communicate our experiences. Exercises are to expand creative thinking-process over product.

AACD-250 JAZZ APPRECIATION & HISTORY I

AACD-275 PAM FRESO TECHNIQUES
Course is for Professional Automotive Modeling
students to gain knowledge in final digital presentation techniques inc. resume and portfolio

AACD-293 THEORY & MARKETPLACE APP OF
AACD-294 TRAVELING THROUGH ART HISTORY
AACD-295 PERSONAL ICONOGRAPHY
AACD-300 ART EDUCATION PRACTICES
AACD-301 ART HISTORY WORKSHOP
AACD-350 INSTALLATION & PERFORMANCE WRK
AACD-500 CRITICAL AND ANALYTICAL THINKING
AACD-B BUSINESS OF ART
A successful career as an artists requires more than talent. These workshops, a collaboration between ArtServe Michigan and CCS, will be led by guest lecturers who will provide information and practical strategies for visual artists who wish to develop business skills in support of their careers.

ACAC-100 PORTFOLIO PREPARATION 10 - 15+
ACAC-130 BASIC & FIG. DRAWING EXPLORATION
ACAC-135 PAINTING EXPLORATIONS
ACAC-137 SCULPT EXPLORATION'S CLAY & PLASTER
ACAC-160 DRAWING & PAINTING URBAN LANDSCAPE
ACAC-161 PORTRAIT SCULPTURE
ACAL-099 ART OF THE PENNSYLVANIA GERMANS
ACAL-101 CLASSROOM CALLIGRAPHY
ACAL-110 CALLIGRAPHY I
ACAL-111 CALLIGRAPHY II
ACAL-112 FRANKURT
ACAL-115 PUTTING CALLIGRAPHY TO WORK
ACAL-120 LETTERING AS DRAWING
ACAL-125 DRAWING LETTERS I
Class will be held in Plymouth. See listing under CCS in Plymouth /.

ACAL-130 CALLIGRAPHY AS HANDWRITING
ACAL-135 THE PLEASURES OF PAPER
ACAL-136 DRAWING WITH PASTELS
From a wide variety of setups, students will explore color, form, and light with chalk pastels. Included in this course will be basic drawing skills as well as color theory. Individual guidance will be given to students of all levels of development. Students who wish to draw in black and white media only are also encouraged to enroll.

ACAL-140 WATERCOLOR
Handling and using techniques of transparent watercolor media. Color theory and experimentation using this material. Class assignments include working from still life and imagination. All levels of students will be given individual guidance. Some off-site assignments may be arranged. Required materials will be discussed in class.
ACAL-150  COLOR AND CALLIGRAPHY
Learn how color can enhance the meaning of calligraphic text. Students will develop a series of color studies, concentrating on color theory, color mixing, color perspective, and expressive color. This study will lead to finished calligraphic pieces based on this exploration and additional color techniques. A materials list will be sent upon registration. Pre-requisite: Calligraphy I or equivalent. This class will meet for four sessions—Sun. Oct. 13 (1:00-5:00p.m.), Sat. Oct. 26 (3:00-6:00p.m.), Sat. Nov. 16 (2:00 to 6:00p.m.), Sat. Dec. 7 (3:00-6:00p.m.).

ACAL-160  CALLIGRAPHY IN THE FINE ARTS
Development of the student's working knowledge of calligraphy in the realm of fine art will be approached in this studio course through applied experience in a variety of media with emphasis on design and creative forms of individual expression. Class discussion will include examples of the techniques of well-known calligraphers and other artists as they may be utilized by the student. Advanced studio program requirement. Prerequisite: Calligraphy I and Historic Survey of Calligraphy, or permission of the instructor. A materials list will be sent upon registration. In addition to the usual materials, a fee of up to $12.00 will be charged at the first class for special materials available from the instructor. This class will meet for four sessions (Saturdays).

ACAL-161  CALLIGRAPHIC MATERIALS & TECH
ACAL-162  COPPERPLATE CALLIGRAPHY
ACAL-163  CALLIGRAPHY TOOLS, AND
ACAL-164  MONOLINE VARIATIONS
ACAL-165  EXPLORING NEULAND
ACAL-166  WRITING & BINDING MANUSCRIPT
ACAL-167  BEYOND PEN AND INK
ACAL-170  COPPERPLATE CALLIGRAPHY
Class will be held at Liggett. See listing under CCS at University Liggett for details.

ACAL-171  CALLIGRAPHY PROJECTS
ACAL-172  THE HANDBOUND BOOK
ACAL-173  UNCIAL FORMS AND CELTIC KNOTS
ACAL-180  CALLIGRAPHY IN THE GRAPHIC ART
Students will learn how to prepare calligraphy for reproduction with emphasis on calligraphy as it is used in the graphic arts. Advanced studio program requirement. Pre-requisite: Calligraphy I or permission of instructor. Students will design and prepare for printing their own stationery, business cards, bookplates, Christmas cards, etc., and learn the technical aspects of
printing. The class will be taught at the instructor's home in Bingham Farms, Birmingham, MI. A map will be sent upon registration. This class will meet for 8 Saturdays: August 31, Sept. 7, 14, 21, 28, Oct. 5, 12, 19 from 10:00 A.M. to 12:00 noon.

ACAL-185 CALLIGRAPHIC LAYOUT & DESIGN
ACAL-190 RHTHM, SPCNG, & PROPTN IN CLPHY
This class will meet on 3 Saturdays and 1 Sunday.
ACAL-195 BRUSHWORKS II: CALLIGRAPHY & ILL
ACAL-203 HISTORIC SURVEY OF CALLIGRAPHY
ACAL-209 RENAISSANCE FORMS I
ACAL-210 GOTHIC FORMS
ACAL-212 ROMAN LETTERFORMS
ACAL-215 BRUSH CALLIGRAPHY
ACAL-216 FLAT BRUSH LETTERING
ACAL-218 SUMI-E (ORIENTAL BRUSH WORK)
ACAL-219 RENAISSANCE FORMS II
ACAL-220 POINTED BRUSH CALLIGRAPHY
ACAL-225 DRAWING LETTERS II
ACAL-230 SMALL BOOK CONSTRUCTION
ACAL-231 MANUSCRIPT BOOK DESIGN
ACAL-240 BASIC BOOKBINDING

ACEU-101 COMPUTER IMAGING IN THE ART
ACEU-102 FIGURE DRAWING AND PAINTING
ACEU-103 LIFE CASTING
ACEU-104 PHOTO WORKSHOP
ACEU-105 PRINTMAKING
ACEU-106 NEW MEDIA
What is new media? New media is transforming how we learn and receive information. This workshop explores issues related to communications that work in time using type, images and digital video. You will develop projects that move, talk and interact.

ACEU-107 TRANSITIONS: BRIDGE
FROM TRAD  FULL COURSE TITLE: TRANSITIONS: THE BRIDGE FROM TRADITIONAL TO DIGITAL IMAGE MAKING DESC: INVESTIGATE METHODS AND APPROACHES OF TAKING TRADITIONALLY DEVELOPED IMAGES INTO THE DIGITAL DIMENSION AND MANIPULATING THEM TO ACHIEVE GREATER REFINEMENT AND SOPHISTICATION. THIS WORKSHOP WILL INCLUDE LOTS OF HANDS-ON EXPERIENCE THAT CAN BE USED IN YOUR OWN ART AND IN THE CLASSROOM.

ACEU-108 Interdisciplinary Art
ACEU-501 ART AT THE CENTER
ACEU-501 SUMMER IN THE STUDIO
A one week program that gives art educators the opportunity to learn, reflect and make art.
SUMMER 2009
Tradigital* Illustration
In this course, we will discuss the workflow process of current Illustrators today, and
how to best incorporate traditional drawing and painting with digital tools. Traditional methods of working will be compared with methods used in the digital sphere, and correlations will be made to help the student effectively use digital tools. We will create *tradigital* illustrations by using sketches from our sketchbooks. We will take these drawings and finish them by using Photoshop. The successful use of found textures/papers will be covered, and how to best use layers in Photoshop to achieve great Illustration. We will also discuss ways in creating custom brushes in Adobe Photoshop to achieve a natural, handpainted look.

Enameled Jewelry
This is an intensive course in the fundamentals of enameling on copper with a focus on entry level techniques and jewelry projects suitable for secondary school art programs. There will be detailed presentation and demonstration of specific jewelry projects that require a minimum of studio equipment and/or prior student skills in metalsmithing. There will also be ample opportunity for hands on experimentation and technique development so that the participants will feel confident in taking the process back to the classroom. A primary objective of this course is to demystify a medium often presented as difficult and time consuming but which is, in fact, engaging, uncomplicated, and which rewards a little care with almost instant gratification. No prior experience in metalsmithing is required.

Shibori: Scouring and Discharge Dyeing Fabrics
This class is an introduction to Japanese resist-patternning techniques. Participants will learn several basic methods for creating beautiful, one-of-a-kind patterns on cloth, including arashi (pole-wrapping), clamping, and stitching. We will start with dark fabric and remove the color using bleaching (discharge) chemicals to create dramatic and unusual fabrics for clothing, scarves, layered quilts, and wall-hangings. Students will also learn how to de-gum sheer silk organza to create patterns with textural and color changes. Participants will progress from making a series of small sample fabrics to creating larger and more complex multi-patterned and layered projects at the end of the workshop.
Damasce
Discover the long cherished secret of ancient masters. Create surfaces of vibrant patterns through the rich contrast of gold, silver and copper on iron. This two-day studio experience will explore the direct application of nonferrous metals onto articles of iron using the direct chisel inlay process. Tool and surface preparation, overlay application, finishing and patination will be covered.

Native Origins Glass Casting Workshop
Native Origins: all of us have our ancestral lines that pass through lines of cultural imagery. This workshop will explore these images and how they may transfer into glass imagery. Our artistic culture is heavily influenced from looking at art of other past cultures these too will be referenced to expand the glass-making palette. A trip to the Detroit Institute of Art will supplement this image search. This glass-casting workshop will do two technique projects: relief casting and pat de vere (color frit glass casting.) For the first project, the relief casting, bring an image or idea of your personal ancestry, from near to the distant past. The second image will be generated from the DIA visit.

Felt Hat Making
During this hands-on workshop, students will be introduced to the technique of handmade felt utilizing a full array of pre-dyed Norwegian Gotland/Pelsau fleece. We will spend one day layering the fleece over large balls forming felt hoods. Day two will be dedicated to steaming the hoods over hat forms to create unique and sophisticated hats. Options for filti needling designs onto the hat surfaces will be discussed.

Raku and Pit Firing
Using bisque ware created by the participants beforehand, this course will explore Raku glazes and post reduction and pit firing techniques that can easily be used in the high school classroom.

Non-Toxic Etchings for Intaglio
This workshop will expose students to the Edinborough Etch technique. Using a Ferric Chloride, non-toxic salt, participants will create a copper plate and with etchings and materials that can be used in the high school classroom. Some color techniques may be explored.
ACEU-501  ART AT THE CENTER
ACTR-100  C T Graphic Design
Customized web design curricula for private groups

ADAC-300  INTRO TIME BASED: ADOBE AFTER EFFECTS
Adobe After Effects 4.1 is the ultimate motion graphics and visual effects tool for film, video, multimedia and the web. This workshop is designed to explore the basic process necessary to create a Quicktime movie. Sound Edit 16 will be introduced. After a brief tour of software, students will learn how to capture video, edit, build and render out a finished video with text, graphics, sound and visual effects. Prerequisite: Basic text and image applications; Macintosh familiarity.

ADAC-301  ADOBE PHOTOSHOP: CREATING WEB GRAPHICS
Adobe Photoshop is at the base of every website. It is used to create illustrations and interfaces, as well as serves as an all-purpose layout and conceptualization tool. When Photoshop is used to produce web graphics, files have to be prepared differently from traditional print applications. This class will address these issues including color palette, file compression, file formats, interface design, filters and other details which are essential to successful web page design. Prerequisite: Basic knowledge of Adobe Photoshop.

ADAC-350  WEB DESIGN ONE
This beginner course focuses on the basics of HTML, the programming language of the internet, for use in web page layout and website design. Students will explore coding and investigate some of the tools used in creating websites. It will also prepare students with an understanding of how to optimize and work with Photoshop images for successful use on the internet. Class consists of discussion, demonstration and provides a hands-on experience for students to create a basic web-ready site. Prerequisite: Internet familiarity; Basic text and image applications; Macintosh familiarity.

ADAC-351  WEB DESIGN TWO
This course takes website programming to a more advanced level with the introduction of dynamic HTML coding. DHTML allows for more advanced website functionality. Emphasis will be placed on developing sophisticated navigational design strategies for professional applications. The course will also prepare students with an understanding of how to optimize and work with images for successful use on the internet with the use of Photoshop, Fireworks and Dreamweaver. Prerequisite: Basic HTML; Basic text and image
ADAC-362 WEB SITE MULTIMEDIA: MACROMEDIA FLASH
This course focuses on the exciting and expanding area of interactivity and animation for the web. Macromedia Flash is the first easy to use multimedia application for creating vector-based animation with built-in interactivity. Learn how to create dynamic websites using vector based graphics, morphing and transparency with no programming necessary. Prerequisite: Basic HTML; Basic text and image applications; Macintosh familiarity.

ADAC-363 WEB DESIGN: MACROMEDIA DREAMWEVER
Make smart web pages. Learn to use the sophisticated navigational tools of Dreamweaver along with Fireworks and Photoshop to build attractive, dynamic Web pages. In addition to laying out your pages visually, Dreamweaver allows you to create interactive effects, incorporate animations and craft pages that respond intelligently to users' actions.

ADAC-364 MACROMEDIA DIRECTOR ONE
Enter the world of multimedia with Macromedia Director, the industry standard software for interactive presentations. Students will become familiar with basic animation and presentation techniques with text, sound, and image and basic Director Lingo will be introduced. Macromedia Director is a refreshing alternative to Power Point for creating professional presentations. Prerequisite: Adobe Photoshop

ADAC-366 MACROMEDIA DIRECTOR TWO
Students will use Macromedia Director to create a final multimedia project. Animation, navigation and advanced Lingo will be emphasized. Students will also be introduced to DeBabelizer for testing and debugging. Final projects will be delivered in their final form for CD, floppy or web based delivery. Prerequisite: Macromedia Director One or equivalent.

ADRW-005 FIGURE DRAWING WORKSHOP
ADRW-006 EXPLORING DRAWING MEDIA
ADRW-010 ART ON THE MOVE
ADRW-070 DRAWING PRINCIPLES
Both beginners and experienced students will benefit from focusing on the traditional principle of observational drawing, effects of variation in line quality and how to render light and shadow.

ADRW-071 OIL PAINTING
Using oil paints on canvas, both beginners and experienced students will benefit from focusing on the traditional principles of observational painting, including design, color and light. Choose the beginning session if you have no
previous painting experience, or the advanced session if you have prior painting experience. Bring a sketchbook and pencil to the first class. Materials will be discussed and a supply list will be handed out at that time.

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<td>ADRW-140</td>
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This course is an introduction for those who want to pursue cartooning as a hobby or for those interested in pursuing a career. Students will learn the drawing and sequential art skills necessary for successful cartooning, including drawing characters in action and drawing a series of actions to make a story. Bring drawing paper and pencils to the first class.

The art of recreating the world in miniatures has held a place of fascination through the centuries. Whether for gaming, decorative or even religious purposes, this class will help you create your own miniatures with quick and easy materials. Please bring sketchbook and pencil to first class. A supply list will be given out at that time.

Experiment with a variety of approaches, papers and media such as colored pencils, pastels, oil sticks, colored inks and watercolors. Explore the role of color in achieving mood, emotion and expression. Some previous drawing experience is helpful. Students of all levels are welcome.

Working from a nude model, students will explore drawing techniques that will enable them to better understand and draw the human figure. Emphasis will be placed on design, line, light variations, measurement and alignment procedures and gesture. Students younger than 18 must have parental permission to take this course. Bring a drawing pad and a pencil or drawing charcoal to the first class.

Students will gain knowledge of drawing the detail of the costumed figure. Proportions, form, gesture details in conveying texture.

Working from a nude model, students will explore painting techniques that will enable them to better understand and paint the human figure.
Emphasis will be placed on design, color and light variations. Students younger than 18 must have parental permission to take this course. Bring a sketchbook, canvas pad and pencil to the first class. Materials will be discussed and a supply list will be handed out at that time.

ADRW-141 FIGURE DRAWING AND PAINTING
Students will learn techniques specific to using various media, specifically pencil and paint, to the figure.

ADRW-146 LANDSCAPES
ADRW-147 LANDSCAPE WORKSHOP
ADRW-148 LANDSCAPES
Working outdoors, weather permitting, develop your observational abilities and painting skills. Explore traditional and non-traditional methods for using oil and transparent water mediums to create interior and exterior landscapes. Some prior painting experience is recommended. All levels welcome.

ADRW-150 FOUNDRY WORKSHOP
ADRW-151 PAINTING OIL & ACRYLIC
ADRW-152 EXPRESSIVE PAINTING
Fantasy, Surrealism, Abstract Expressionism explore the landscapes of the mind in this course, which teaches traditional painting techniques while developing each student's individual style and concepts. Prior drawing or painting experience is helpful. Bring a sketchbook and pencil to the first class. A materials list will be handed out at that time.

ADRW-153 PASTEL PAINTING
Artists have long valued the medium of pastel for its immediacy in application and vivid colors. Both beginning and intermediate students will explore using pastels to paint from still life, landscape and the figure. Handling materials, underpainting, strokes, values, light, colors and composition will be covered.

ADRW-154 REALIST PAINTING
ADRW-155 ABSTRACT PAINTING
ADRW-157 PAINTING AND COLOR
ADRW-160 EXPRESSIVE DRAWING
Through technique building exercises, both beginners and experienced students will study the traditional principles of observational drawing as well as experimental drawing projects that will help them redefine their drawings. Bring a drawing pad and a pencil or drawing charcoal to the first class.

ADRW-163 PAINTING WATERCOLOR LANDSCAPE
ADRW-163 PAINTING IN WATER MEDIA
ADRW-164 WATERCOLOR COLLAGE
Experiment with the fascinating technique of
adding collage elements—bits of handmade decorative paper of various shapes, textures and colors—to enhance watercolor paintings. Principles of texture, layering, contrast and color are explored as you work to develop a personal style in your paintings.

ADRW-165 ACRYLIC PAINTING EXPLORATIONS
Working from a variety of settings, including still life and the figure, students will explore the techniques of painting with acrylics in observational and/or experimental styles. Emphasis will be placed on shapes, color and value as well as interpretive design.

ADRW-168 DRAWING PORTRAITS
Learn how to improve your observational abilities and employ basic drawing principles to achieve greater accuracy in capturing expression and character.

ADRW-170 GOUACHE ILLUS. TECHNIQUES
ADRW-171 ANATOMY FOR ARTISTS
Learn to draw the human anatomy. Students will draw from a skeleton and anatomical charts using the information provided during class lectures. For the beginning through advanced student. Students should bring a large drawing pad and pencils to the first class.

ADRW-172 MEDICAL ILLUSTRATION
ADRW-175 PORTRAITURE
This class will explore the various forms of the portrait using slides from museum collections, as well as by drawing or painting directly from a model. There will be instruction in human anatomy as it applies. Students will also be encouraged to be inventive in their interpretation of a subject's identity. Discussion and critique will be an integral part of the course structure.

ADRW-176 DRAWING HEADS AND HANDS
The ability to draw heads and hands accurately and expressively is the foundation of portraiture. This course, which uses live models, will show students how to improve their observational abilities and employ basic drawing principles to achieve greater accuracy in capturing expression and character. Students at all levels are welcome although some prior figure drawing experience is recommended. Bring any kind of drawing paper and pencil to the first class. A materials list will be handed out at that time.

ADRW-180 ILLUS WITH PRISMA COLOR PENCIL
ADRW-181 ILL.W/PRISMACLR.PENCL. & OIL-IN
ADRW-190 ELEMTS OF DRWNG/LINE, DOT & TONE
This course covers the fundamentals of drawing from still life to landscape study, enabling
students to progress from sound principles of composition and technique towards exploratory thematic objectives. Charcoal, pencil and pastel or colored pencil and pastel will be employed as media. Students may enroll in both morning and afternoon drawing workshops and advance individually under the direction of the instructor. This workshop is especially helpful to students seeking admission to CCS as degree students and wishing to develop a portfolio.

ADRW-199 PAINTING ICONS I
ADRW-200 PAINTING ICONS II
Painting icons is at once a profoundly spiritual and creative act. You will learn the skills used in this traditional art form, including how to make and handle sensitive materials such as egg tempura and gold and silver leaf. You will learn to combine realistic and decorative styles with special effects such as underpainting and glazing and paint your own icon using techniques that have endured for centuries. This course is a continuation of Icons I; beginners are welcome to join and work at their own pace. Bring a notebook and pencil to the first class. Materials will be discussed at that time.

ADRW-234 DRAWING THE FIGURE IN PEN & INK
ADRW-250 LARGE SCALE MURAL DESIGN
Understand and use the processes necessary to create a large scale mural. The history painting, the various media that can be used to large-scale works, and the steps used to plan, design and implement your vision.

ADRW-260 EXTREME BEDROOM MAKEOVER
Choose your inspiration and find easy solutions for bringing your designs to life. Students will study under the guidance of a professional designer.

ADRW-260 INTRO TO INTERIOR DESIGN
ADRW-261 ELEMENTS OF INTERIOR DESIGN
Learn the vocabulary needed to create a room that will be physically, visually and intellectually satisfying. This course covers the steps involved in performing a field measurement and drawing a preliminary plan to scale, with interior dimensions and appropriate architectural lettering.

ADRW-261 INTERIOR DESIGN
ADRW-262 TECHNICAL ILLUSTRATION
ADRW-263 ART INTO ARCHITECTURE
This course will explore how an artist would design houses, starting with basic skills and principles. Some areas to be covered include visualizing form, freehand and mechanical drawing, proportion, color and style. Advanced students may elect to work on three-point perspective.
Students will gain a greater understanding of color, texture, and pattern.

Students will learn to hand draw the view of a room that shows one face of its subject projected into a vertical plane.

Students will gain a greater understanding of color, texture, and pattern.

Understanding anatomical structure is crucial for anyone looking to further their figure drawing abilities. This course will place equal importance on drawing from live models with drawing demonstrations and lectures of the skeleton and muscle structure. Students will create their own anatomy notebook from which they will be able to further their skills and anatomical knowledge. Students with prior figure drawing experience recommended. Bring an 11 x 14 hardbound sketchbook and drawing pencil to the first class.

This workshop will introduce students to the mediums of egg tempera, egg-oil emulsion and fresco. The works will be executed from the student's own designs. A working knowledge of drawing skills is advisable. THREE PROJECTS: a painting in the style of an icon.
a painting in the style of Jan Van Eyck.
a small fresco panel. Some materials will be provided. Extra studio time is available.

This course covers the fundamentals of drawing from still life to landscape study, enabling students to progress from sound principles of composition and technique towards exploratory thematic objectives. Charcoal, pencil and pastel or colored pencil will be employed as media. Students may enroll in both morning and afternoon drawing workshops and advance individually under the direction of the instructor. This workshop is especially helpful to students seeking admission to CCS as degree students and wishing to develop a portfolio.

Both beginners and experienced students will benefit from focusing on the traditional principles of observational drawing. Design, light and shade, and two- and three-dimensional drawing will be covered. The first half of each class period will take place in the CCS studio working from still-life. The class will walk to
the Detroit Institute of Arts to spend the remainder of the class time drawing from sculptures and paintings. Bring a drawing pad and a pencil or drawing charcoal to the first class.

ADRW-301 FIGURE DRAWING AT DIA
Students with prior drawing experience will benefit from focusing on the traditional principles of figurative drawing. Form, gesture, proportion, alignment, modeling and perspective will be covered. The first half of each class period will take place in the CCS studio working from a nude model. The class will walk to the Detroit Institute of Arts to spend the remainder of the class time drawing from sculptures and paintings. Students younger than 18 must have parental permission to take this course. Bring an 18-by-24 inch drawing pad and a pencil or drawing charcoal to the first class.

ADRW-310 VISUAL MEMOIRS
Students will learn a variety of collage techniques while creating autobiographical compositions of their personal experiences. Hand colored papers, photographs and other items of personal significance will be used to explore new ways of combining materials.

ADRW-315 PAINTING THE URBAN LANDSCAPE
Students will sketch or photograph urban scenes and bring those images back to the classroom to recreate or represent the forms.

ADRW-320 PAINTING AND MASS MEDIA
Use photographs from newspapers, magazines, or the internet as inspiration for paintings. This course focuses on the examination of "media" images and asks you to consider the way painting can respond to those images. Discuss the differences between painting and photography to develop and expand your painting vocabulary. Students of any skill level will benefit.

ADVG-250 BRANDING AND THE IDEA
Sources for creative ideas are explored as students develop problem-solving techniques and alternative thinking.

ADVG-251 COPYWRITING/ART DIRECTION
Students learn how to think verbally and visually in the first half of this course, while the second half of the course focuses on the foundations for how successful ad campaigns are conceptualized with a team.

ADVG-260 PRINT CONCEPTS
Advertising professionals use various strategies to determine the placement of ad messages in formats inc. print, billboards, product packaging and signage. Team work to develop a campaign.
The concepts of tv advertising are presented, from storyboarding to production. Using team-oriented projects, different styles and tech used in effect television ads are explored.

Students work under the guidance of experienced professionals to assemble their strongest, most creative portfolio with which to market their skills to the advertising industry.

Explore the methods, tools and techniques needed to create in the world of fashion. This course teaches the fundamentals of drawing the fashion figure, explores fabrics and textures and how to put it all together to create your own fashion designs. No previous illustration experience is necessary. Bring an 11-by-14 inch sketchbook and pencils to the first class.

Learn to make your own fashionable clothing, take measurements and sewing tips on the construction of garments for both couture and industry. Get advice on entering the fashion field and building a strong fashion portfolio.

Acquire the basic skills needed by aspiring fashion designers to render their ideas visually. Emphasis is placed on drawing the fashion figure, color palette, rendering fabrics, capsule collections to scale and detailing garments through a gouache medium. Prior drawing experience is preferred. Bring an 11-by-14 inch or larger sketchbook and drawing pencils to first class.

An introduction to sewing techniques including basic hand sewing, measuring, layout, cutting and zipper application and the proper use of various sewing machines. The objective of the course is to enable students to properly sew their own collections.

This course is a continuation of sewing i in greater depth, studying more complex and difficult sewing techniques and the operation of
industrial sewing machines. Instruction will be given on how to choose the right fabric for the pattern, pattern manipulation, and techniques with an emphasis on personal fit.

AEXP-075 FIGURE DRAWING EXPLORATIONS
AEXP-076 HISTORY OF FASHION
This course introduces the elements of fashion design and color in a historical perspective. Students will develop an understanding of how social, political and economic forces influenced the historical periods of fashion.

AEXP-077 FASHION MERCHANDISING
A study of the many aspects and responsibilities of fashion and promotion including market and trend research, product development, promotion and presentation. Also includes the analysis of case studies outlining strategies used by designers, manufacturers, and retailers and the impact of consumer behavior and how it leads to forecasting.

AEXP-078 FASHION PORTFOLIO
AEXP-079 BEG. FASHION DESIGN
AEXP-080 DRAPING TECHNIQUES
Learn the principles of draping silhouettes on a dress form including style lines, fit and balance.

AEXP-081 DESIGN YOUR LINE
Sketch garment designs and incorporate fabrics.

AEXP-085 THREAD LACE
Students are introduced to the creation of thread lace and thread fabrics. Working with water soluble stabilizers and layers of yarns and fabric

AEXP-090 BEGIN THE BOOK
This workshop is designed to accommodate all levels of artists who are interested in the book form as a vehicle for creative expression. Demonstrations will cover basic bookbinding structures as well as techniques for getting text and image on the page. Participants will have the opportunity to explore letterpress, relief printing, photopolymer platemaking as well as other printmaking techniques. Workshop participants will take with them several models of book structures and have the chance to experiment with the print methods listed above. Advanced artists can use the shops to produce a new work or work in progress. Limit 15 students.

AEXP-091 BOOKMAKING
This course will cover the basics of book and album making techniques, including book structure and materials used for basic signatures and simple book forms. Techniques in sewing and gluing will be used for more complex books and album structures. Materials will be provided for the first class and a material list will be handed out
at that time.

AEXP-101 EXPLORING AUTOMOTIVE DESIGN
This course is an introduction to the art of auto design. Through a series of in-class assignments, students will learn professional techniques for depicting the complex forms of automobiles in two dimensions. Sketching, rendering and perspective drawing techniques are included.

AEXP-101 EXPLORING AUTOMOTIVE DESIGN
Automotive perspective drawing, sketching and rendering techniques are developed through a series of assignments in this class. The class concentrates on cultivating efficient, professional 2D techniques for depicting the two complex forms of automobile bodies.

AEXP-102 UNBLOCK&EXPAND CREATV POTENTIA
AEXP-103 INTRO TO PRODUCT DESIGN
AEXP-105 VISUAL COMMUNICATION
How does a designer communicate complex ideas to engineers, model makers and marketing managers? this course gives an overview of the techniques industrial designers use to visually communicate their ideas through basic perspective drawing, renderings, exploded drawings and orthographic drawings, with a focus on contours, light and shadow and surface textures and finishes.

AEXP-107 COLOR AND TRIM STUDIO
This course is for student who wants to experience with auto industry. Students will learn color, contrast texture and pattern must be carefully combined to give the vehicle a unique personality

AEXP-109 PACKAGE DESIGN
Using Adobe Illustrator students will focus on image layouts and construction problems that are important to package designers.

AEXP-110 TRANSPORTATION DESIGN
Students will learn and implement fundamental design theory and process to further develop their drawing and rendering skills for depicting the complex forms and components of automobiles in two dimensions.

AEXP-110 AUTOMOTIVE DESIGN II
Students will learn the fundamental design theory and process to further develop their drawing and rendering skills for depicting complex forms and components of the automobiles in two dimensions. discussions on aesthetics, standard proportion, and ergonomics.

AEXP-120 DIGITAL AUTOMOTIVE DESIGN
Students will take their automotive sketches and render them using Adobe Photoshop.

AEXP-160 CREATIVE WRITING EXPLORATIONS
AEXP-161 WRITING THERAPY (overcome writer's block)
AEXP-162  WRITING YOUR AUTOBIOGRAPHY
Just as art is a snapshot of a moment in an artist's creative life, so the events that shape your life can be used to create your autobiography. Each and every experience builds upon itself. The goal of this course is to help you put your stories on paper, develop your form and find your writing voice.

AEXP-163  POETRY AS ART
We will explore the ancient Korean Sijo, Japanese Renga, Tanka and Haiku, the Persian Ghazal and the contemporary Cinquain/Diamonte forms of verse. These verse forms are perfectly adaptable for hand-made journals or books. After writing in these unique verse forms, we will create a beautiful way to showcase what we have written.

AEXP-164  CONTEMPORARY ART HISTORY
AEXP-165  ART AND ARCHITECTURE HISTORY
Explore Detroit's History and Architecture

AEXP-170  UNLEARNING TO WRITE
This course will not focus on learning to write in the conventional sense, but rather on unlearning the fear and self-doubt that are often associated with self-expression. Within a context of community, each person, and their process, will be respected as unique. Writing together in a supportive group, a variety of exercises will be used to break free of fear and self-constraints and, at the same time, improve craft and confidence.

AEXP-182  FABRIC PAINTING
Student will learn various techniques for painting and transferring images onto different fabrics.

AEXP-200  GREEN DESIGN
Learn the traditional esthetic and functional Values of INDUSTRIAL DESIGN while also identifying And problem solving around emerging areas of Environmental concern. Students will target a new Or existing product, study its environmental Impact and develop ways of making it more eco-Friendly through a re-design that considers Materials, manufacturing processes and recyclability.

AEXP-300  ART ON THE MOVE
AEXP-333  CONNECTIONS-DETROIT 300
Special course for projects related to detroit's 300th birthday.

AEXP-400  SUMMER INSTITUTE
Summer Institute for high school students.

AFAR-001  MIXED MEDIA
AFAR-064  DRAWING CARTOONS (GRDS.6-10)
AFAR-100  PORTFOLIO PREPARAT'N (10-12+)
AFAR-171  ANATOMY (GRDS.10-12 + ADULTS)
AGRC-110  INTRO TO 3D ANIMATION
AGRC-111 ANIMATION BASICS
Learn the basic skills needed to turn drawings into living motion and narrative film. Study sequential drawing and motion while you learn elements needed to clearly portray information. Theory and concepts from historic animators and studios will put the student in touch with the history of animation and its evolution into a highly advanced and expressive art form. Students will produce a short bit of animation that focuses on a simple action.

AGRC-112 INTRO TO SPECIAL EFFECTS
AGRC-115 DRAWING IN MOTION
This course concentrates on human and animal movement. Issues of anatomical motion that are of concern to animators, such as skeletal pivot points, figure weight, balance and momentum, are explored through gesture and drawing-in-motion techniques. Emphasis is placed on field studies with approximately half the course devoted to drawing on location.

AGRC-118 3D GAME DESIGN BASICS
Game players can become game makers in this course. Using the computer, students will create their own playable game level using the unreal tournament 2003 game engine. Students will learn to create and texture 3d objects for the game using 3ds max and Adobe Photoshop.

AGRC-120 CLAY ANIMATION
Learn the tools, techniques and materials used to create characters to animate. You will learn how to design and sculpt clay characters and construct wire armatures that allow the characters to move. Finally, you will film your finished character frame by frame to create an animated sequence.

AGRC-123 DRAWING CARICATURES
This class is for people who enjoy drawing with a great sense of humor. Event caricatures along with studio illustration and political satire used for newspaper editorials will be explored. Students of all skill levels are welcome, but prior life drawing experience is recommended. Students younger than 18 must have parental permission to take this course.

AGRC-124 EXPLORING ANIMATION
This course is an introduction to the field of animation and the various tools and skills used by animators. Students will use various software applications as well as traditional animation pencil drawings to create simple images, animations, and videos.

AGRC-125 ANIMATION DRAWING
Learn traditional animation techniques of storyboard sequencing, volumetric figure drawing
(working from a nude model), exaggerated facial gesturing and body language inflections, timed movement sequencing with interacting objects and the other drawing skills needed by traditional and digital animators. Students younger than 18 must have parental permission to take this course. Computers are not used in this course.

AGRC-129 METAL SCULPTURE WORKSHOP
AGRC-130 SCIENCE FICTION ILLUSTRATION

Does the thought of light sabers, spaceships, ogres or inter-galactic kung-fu masters make you do cartwheels? This class is designed for creative people who can't get their fill of science fiction. Students can expect to learn the creative process used by top professionals and will be challenged according to their own skill level. Previous drawing experience is recommended. A nude model will be drawn occasionally, so students under age 18 must have parental permission. Bring a sketchbook, at least 14-by-17 inch, and pencil to the first class.

AGRC-130 AGRC 130
AGRC-135 ILLUSTRATING CREATIVE WRITING
AGRC-136 INTER. & ADV. ILL. METHODS & TECH.
AGRC-140 CARS, TRAINS, PLANES, & GREAT SHIP
AGRC-143 COPYWRITING

Explore the various techniques available to a copywriter that will help you achieve an advertising goal. Students are introduced to the fundamentals of writing advertising copy, which includes learning to think verbally and visually, the art of storytelling, using humor to sell and invite borrowed interest, and creative retail writing.

AGRC-150 ACTION/MOTION IN ILLUSTRATION
Students will be taught how to put action and motion into gestures, giving their drawings life. Creativity will be pushed with exercises in character design, concepts and editorial illustration.

AGRC-155 ANIMAL ILLUSTRATION
Learn to sketch animals quickly using gesture and recording shape. Field trips to the zoo and a horse stable will alternate with studio time used for completing finished drawings.

AGRC-158 URBAN LANDSCAPE ILLUSTRATION
Draw from Detroit's architectural gems of the past, paying attention to art deco, art nouveau and other design elements of a bygone era.

AGRC-160 DIGITAL ILLUSTRATION
This course combines traditional illustrations techniques and the use of software programs into one's workflow process.

AGRC-160 COMPUTER IMAGING WORKSHOP
AGRC-167  COMPUTER DESIGN
AGRC-170  ADVERT DESIGN PORTFOLIO DEVELOPMENT

Having problems landing that Art Directors job? Portfolio looking a little dated? This course, taught by an advertising professional, can help prepare you for a new job or promotion by working with you to review, analyze and rework your portfolio for the realities of the market place. Students need to have an existing advertising or graphic design portfolio to bring to this course.

AGRC-190  FUNDAMENTALS OF DESIGN

Explore visual communication and begin to develop a personal picture-making language. This class fosters an understanding of the classical elements of graphic design (space, line, shape, value, texture and color), the principles of graphic design (balance, repetition, variety, rhythm, unity and contrast) and the processes and methods used to problem solve and communicate.

AGRC-200  GRAPHIC DESIGN SURVEY
AGRC-201  COMPUTER GAME GRAPHIC DESIGN
AGRC-202  INTRODUCTION TO TYPOGRAPHY

What are the differences between all the fonts that you use on your computer? The appropriate choice of typeface is essential to the effectiveness of your message. Educate your eye to see and recognize the structure of various typefaces and their differences. Demonstrations will show how to use characters in various software applications and assignments will consist of compositions using all letterforms. Software knowledge is not required for this course.

AGRC-205  JAPANESE CALLIGRAPHY

Learn basic brush skills along with Kanji and Kana letters. Emphasis placed on composition.

AGRC-209  BOTANICAL ILLUSTRATION

This course offers an introduction to the basic techniques used to create botanical art. Students will develop observational skills in rendering plants and flowers through form, proportion, perspective and lighting. Emphasis will be on pen and ink and tone techniques, with the opportunity to experiment with color techniques such as color pencil, watercolor or gouache. Beginners as well as experienced students will benefit from this class. Please bring pencils and drawing materials to first class.

AGRC-209  MEDICAL & BIOLOGICAL ILLUS
AGRC-210  ILLUSTRATION TECHNIQUES

This course is designed as an overview of the illustration business and will explore the many ways illustration can be used in today’s commercial field. Projects will include an editorial illustration, a book cover, a political
Students are encouraged to use their medium of choice to complete each of these projects. Please bring a sketchbook and pencil to first class.

AGRC-211 KEYLINING
AGRC-212 PICTORIAL PROBLEM SOLVING (illustration)
AGRC-213 ILLUSTRATING THE HOME
AGRC-214 DRAWING IN PEN AND INK
Students will develop skills in drawing forms in pen and ink, a perfect drawing media used by illustrators, printmakers, and graphic designers. Still life, landscape, human figure, and portraits will be drawn with an emphasis on light, shadow, hatching and cross-hatching. Examples will be shown from historical and contemporary artists. Basic drawing skills recommended. Please bring sketchbook, pencil, kneaded eraser, and, if available, pen and ink to first class.

AGRC-215 PEN AND INK FOR FUN AND PROFIT
AGRC-217 GRAPHIC NOVEL
AGRC-220 ILLUSTRATION
AGRC-221 STORYBOARD ILLUSTRATION
AGRC-221 PRODUCTION STORYBOARDING
Storyboards are used to block scenes for film, animation or TV. Working from a script, students learn how to illustrate storyboards to more accurately portray the action in a sequence.

AGRC-221 VISUAL NARRATIVE(STORYBOARDS)
Focus in depth on the elements of production storyboarding used in animation and film. composition, quick visualization, film terms and story structure will be studied in order to build an understanding of what is required in a Storyboard. The focus of the class will be to board a short sequence based on a simple premise.

AGRC-221 VISUAL STORYTELLING
AGRC-222 CHILDREN'S BOOK ILLUSTRATION
Discover the unique skills involved in illustrating books for children. Learn character design and development, visual plot development, and become familiar with the narrative form. Students will be introduced to the broad range of professional possibilities in children's publishing.

AGRC-223 ILLUSTRATION TECHNIQUES
AGRC-225 ILLUSTRATION STUDIO
AGRC-226 3D ANIMATION: MAYA
Animators will learn how to use their current knowledge of 3D animation software to create projects in Maya, the revolutionary 3D package from Alias/Wavefront. The course begins with an overview of the program's tools and functions. As it continues, students will engage in targeted assignments and move toward developing and
executing their own Maya projects. Participants must have knowledge of Photoshop and 3D Studio Max or After Effects, or consent of the instructor.

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<tr>
<td>AGRC-228</td>
<td>MAYA: ADVANCED MODELING</td>
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<td>AGRC-229</td>
<td>MAYA: ADVANCED RENDERING</td>
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<td>AGRC-230</td>
<td>ILLUSTRATION AND GRAPHIC DESIGN</td>
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<td>AGRC-240</td>
<td>ADVANCED ILLUSTRATION</td>
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<td>AGRC-240</td>
<td>NARRATIVE ILLUSTRATION</td>
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This intensive course that explores the power of self-generated subject matter as content for narrative imagery. In class development of individual processes such as ideation, research development, and execution of solid drawing will be explored using the artist's medium of choice. The expected outcome is actualized portfolio-worthy work. Prior drawing experience is recommended. Bring drawing pad and pencil to first class.

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<tr>
<td>AGRC-242</td>
<td>ILLUSTRATION: SOCIAL EXPRESSION</td>
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<td>AGRC-245</td>
<td>PHOTOSHOP FOR ILLUSTRATORS</td>
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With increased use of digital imaging in the illustration field, illustrators need to know how to translate traditional techniques to digital formats. Using Adobe Photoshop, students will learn how to colorize line drawings, build collages, and employ other techniques to digitize traditional mediums. Students will also explore the art of photo collage, combining photographs and artwork to create finished digital illustrations ready for pre-press. Students should bring photographs of their artwork to the first class.

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<tr>
<td>AGRC-251</td>
<td>AIRBRUSH</td>
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<td>AGRC-252</td>
<td>PINSTRIPING AND GRAPHICS</td>
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Learn how select and use brushes and paints for detail applications.

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<tr>
<td>AGRC-252</td>
<td>AIRBRUSHING EXPLORATIONS</td>
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This course covers intermediate techniques of airbrushing as well as how the airbrush works. Students are provided with materials to complete 10 projects. Surface quality and special effects are explained in addition to varied applications including T-shirt and nail painting. This course will refine basic understanding and introduce commercial techniques. Supplies discussed at the first class.

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<td>AGRC-259</td>
<td>MACINTOSH COMPUTERS</td>
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Use the latest page-layout and design software to complete projects. No instruction provided. CE students currently registered in other digital courses are welcome to attend this open lab, on a space-available basis, at no additional cost.

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<tr>
<td>AGRC-260</td>
<td>INTRO TO COMPUTER AIDED DESIGN</td>
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<td>AGRC-261</td>
<td>COMPUTER AIDED DESIGN - AUTOCA</td>
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AGRC-262 DIGITAL ART IN K-12 CLASSROOMS

AGRC-263 ADVANCED DIGITAL IMAGING
This course is for photographers who want to learn how to better utilize Photoshop and supporting software. Adobe Bridge, Camera RAW, Lightroom.

AGRC-263 DIGITAL ART

AGRC-264 INTRO TO MACINTOSH/PAGEMAKER

AGRC-265 ADOBE PHOTOSHOP BASICS
This course explores the use of Photoshop software to produce digital images and gives students the skills necessary for image scanning, photo retouching, image enhancing and manipulation and color correction. Participants must have working knowledge of Macintosh computers.

AGRC-265 DIGITAL IMAGE - PHOTOSHOP

AGRC-266 DIGITAL PAINTING

AGRC-267 INTRO TO DIGITAL DESIGN
This course provides a fundamental understanding of the computer as a powerful art and design tool. Hands-on exercises will make students confident and effective computer users. File organization, disk management, system understanding and the basics of using illustration and design software are included. This course or comparable knowledge is prerequisite to all other computer-based CE classes.

AGRC-267 DIGITAL SKILLS
This course provides a fundamental understanding of the computer as a powerful art and design tool. Hands-on exercises will make students confident and effective computer users. File organization, disk management, system understanding and the basics of using illustration and design software are included. This course or comparable knowledge is prerequisite to all other computer-based CE classes.

AGRC-268 INTERACTIVE MEDIA: MACRO DIRECTOR
Director is the industry standard production tool for interactive media. Explore this program through hands-on projects and develop a foundation of skills for the creation of interactive projects, CD-ROM applications, 2D animations and presentations. In addition to a comprehensive overview of the program's basic functions and commands, students will learn to use existing text or image elements to create computer-based or videotape 2D animations. Prerequisites: working knowledge of computers and Photoshop software.

AGRC-268 3D STUDIO MAX

AGRC-269 INTERMEDIATE PHOTOSHOP
Topics covered include layer masks and clipping paths, color correction and getting an image ready for print. Students will develop a greater understanding of styles, the shapes menus and pen
This course will enable students to develop advanced skills in Photoshop including layer masks and clipping paths, channels and how they can be used to color correct an image, and getting the image ready for print. Students will develop an in-depth understanding of styles, the shapes menu, and basic and advanced usage of the pen tool. Basic knowledge of Photoshop required.

Enhance your skills in Adobe Photoshop. Topics covered include layer masks and clipping paths, color correction and getting an image ready for print. Students will develop an in-depth understanding of styles, the shapes menu and basic and advanced usage of the pen tool. Participants must have basic knowledge of Photoshop.

This class will provide an overview of using the Macintosh Personal Computer in an office setting. Topics covered will include: using a database to keep track of mailing lists, customers, account and billing; using a spreadsheet for budgeting and creating graphs; word processing for letters and mail merge. Emphasis will be placed on the integration of software to maximize productivity and efficiency. Software used in the class will include Filemaker Pro, Microsoft Word and Excel. This class is recommended for artists who handle their own business records. This class will meet for 12 weeks-September 17 to December 3. Maximum: 15 students.

Course traces the history of advertising from its beginnings to its present pervasive influence on actions and buying habits. You will learn popular techniques and appeals used to influence purchase decisions and see advertising not allowed on your TV - yet. You will also have the opportunity to create your own advertising concepts.

This class explores the basic illustrative techniques used in creating video games, covering the process from character development to environment studies to packaging and cover illustration. Story development and good
creative concepts will be a major focus in many of the projects and exercises. This class offers students an insight on the video game business as well as a good creative atmosphere. All skill levels are welcome but prior life drawing experience recommended. Students should bring a 14"x17" sketchbook and pencil to first class.

AGRC-284 THE COMPUTER AS A DES TOOL I
AGRC-285 THE COMPUTER AS A DES TOOL II
AGRC-290 MAKING YOUR MARK
AGRC-294 QUARKXPRESS BASICS
Learn the basics of using QuarkXPress software for page layout and design. This program provides designers, illustrators, art directors, technicians and students with the tools necessary to control simple forms and their contents, place and manipulate images and text and plan and structure pages and documents. Participants must have working knowledge of computers.

AGRC-295 ADOBE ILLUSTRATOR BASICS
Discover how to use this sophisticated drawing program to manipulate type and design full-color computer illustrators. Hands-on exercises are tailored to each student's skill level and student initiated projects are encouraged. Participants must be familiar with Macintosh computers.

AGRC-295 DIGITAL DRAWING:ADOBE ILLUSTR
AGRC-295 DIGITAL IMAGE - ILLUSTRATOR
AGRC-296 LAYOUT&DESIGN:ADOBE INDESIGN 2.
Learn the basics of using this page layout software with tools to inspire your creativity and simplify elaborate design tasks. This course introduces the interface and palettes of InDesign 2.0, setting up a new document, and how to use many of the tools, such as line tools and frame tools, adding text and graphics, formatting, editing, applying color, importing from PhotoShop or Illustrator, creating table and preparing for output. Participants must have a working knowledge of computers.

AGRC-297 DIGITAL PREPRESS PRODUCTION
Learn the practical skills for preparing your designs for digital print production in professional print industries. Topics include process color theory, production, editing and separation on the computer. Students will learn to plan, produce and edit text, graphics and continuous-tone photographic images.

AGRC-298 MOTION GRAPHICS:ADOBE AFTER EFFECTS
AGRC-299 DIGITAL VIDEO EDITING
Learn how to capture video, organize footage, edit sound and picture, apply transitions and effects, layer and composite video tracks, and output to
and export methods and will learn how to lay down various formats.

AGRC-300 DIGITAL VIDEO PRODUCTION
A course for beginners who wish to learn to plan, write, film and edit their own movies. Through in class projects, students will learn storyboarding, digital video camera operation, lighting, audio, shooting to edit and desktop editing techniques. Students do not need their own digital video cameras for this course.

AGRC-300 PAGEMAKER 5.0 FOR THE
AGRC-301 ADV. ADOBE ILLUSTRATOR
AGRC-305 AFTER EFFECTS VIDEO & GRAPHIC
Adobe After Effects powerful tools allow users to combine multiple video, still graphic, text and computer generated assets to create visually stunning media and entertainment.

AGRC-310 INTRO TO SOUND EDITING
Immerse yourself in the sounds that bring pictures to life. Students will focus on sound effects, dialogues, background sounds and how to create your own sounds to enhance a viewer's movie exp.

AGRC-315 BUSINESS FILM AND VIDEO
Students learn how to present their reels and proper industry etiquette.

AGRC-320 COMMERCIAL PRODUCTION
When done well, television commercials are much like miniature movies, compressing creative selling, sophisticated humor, even compelling drama into a mere 30 seconds. This course illuminates the power of the medium by carefully examining great television commercials and provides students with the working knowledge necessary to actually create them. The course -- taught by a professional advertising writer -- covers conceptual development, the writing of voice over and dialogue, storyboarding, coaching talent, filming, editing and all aspects of final production. It is a comprehensive approach to making 30 second movies that may last a lifetime in the minds of television viewers.

AGRC-340 INTERNET SKILLS
Learn how to find, print and save whatever you're looking for on the world-wide web. This course covers internet terminology, browsers, search engines and navigation techniques. This course, or comparable knowledge, is prerequisite for all our other web-based classes.

AGRC-350 BEGINNING WEB PAGE DESIGN
This course is for students with a basic understanding of.html who wish to create more dynamic websites by using authoring tools such as dreamweaver, fireworks and flash. Cascading style sheets, working with web graphics and color and
theories of interface design will be covered. prerequisite: beginning web design or similar competencies.

AGRC-350 WEB PAGE DESIGN
Through practical, hands-on instruction you will learn how to design and build your own website and place it on the Internet. Basic HTML, Dreamweaver Fireworks and Flash software will be used. Critiques of existing websites will provide a basis for identifying effective design concepts. Participants must have working knowledge of Macintosh computers and rudimentary knowledge of web browsing and design.

AGRC-351 ADVANCED WEB PAGE DESIGN
AGRC-352 WEB SITE INTERACTIVITY
Learn how to develop interactive applications for the web through software and programming. Topics include programming elements of Javascript and the relationship to browsers and HTML, visual effects, animations, forms and dialogs.

AGRC-350 INTRO TO THE WEB: PAGE LAYOUT
This workshop is part one of a sequence of courses designed to introduce participants to the unique environment of the World Wide Web. During the course of this first workshop, the Internet WWW and HTML language will be presented through discussion, demonstration and hands-on participation of the class. Each participant will create a basic HyperText Web page with graphics.

AGRC-351 INTRO TO THE WEB: HTML
The second part of one of a sequence course is designed to de-mystify the complex language of the WWW. A basic understanding of HTML language is important for the design and creation of trouble-free Web sites. Regardless of the software used to create a web site, a fundamental understanding of HTML is essential to trouble-shooting and fine tuning your site.

AGRC-362 FLASH ANIMATION
Macromedia Flash, standard creating rich internet and cutting edge motion graphics for the web.

AGRC-363 MACROMEDIA DREAMWEAVER 2.0
Dreamweaver is a creative and visual tool for professional Web site design that requires no HTML knowledge. This Web editor allows for the assembly of creative and sophisticated Web Sites with the ease of using single Web layout tool.

AGRC-364 MACROMEDIA DIRECTOR BASICS
Macromedia Director is Powerpoint on steroids. Learn how to create interactive CD-ROMS, 2D animation videos and computer-based presentations, using existing text, image, video or animation files. Participants should have a working
knowledge of computers and Adobe Photoshop.

AGRC-364 MULTIMEDIA-MACROMEDIA DIRECTOR
Using Macromedia Director software, become acquainted with the dynamics of multimedia computer applications, and explore the basics of animation and multimedia presentation techniques. Participants must have prior working knowledge of computers and Photoshop software.

AGRC-365 DREAMWEAVER - FIREWORKS
These softwares are among the most important to use in designing effective web pages. Learn to use them to design new web pages or to improve those you have already designed.

AGRC-366 FLASH ANIMATION
Students will become familiar with the Flash interface, and explore animation techniques; including motion tweening and shape tweening using masks and adding media, such as sounds and video to their projects.

AGRC-367 ACTION SCRIPTING WITH FLASH
AGRC-368 RICH MEDIA BANNERS
Use Flash to create banners that are animated or streamed so that they appear like video not just static images and text.

AGRC-370 NEW MEDIA & INTERACT MKT
This course is for professionals who need to learn the latest trends in interactive marketing and communication.

AGRC-400 BRAINSTORMING AT THE AGENCY
How are ideas generated? How did they think of that? This class was developed by the creative team of a successful local agency and will be devoted to new ideas and new techniques in generating ideas. Brainstorming sessions will help students "think outside the box" to develop attention-getting creative concepts.

AGRC-401 IDEA DEV-FROM CNCEPT TO CLIENT
This hands-on course offers the student a look at the life of a piece of advertising - from initial creative brief to idea conception and refinement to scriptwriting and concept/storyboarding and working in groups to generate the best ideas. Students will also gain client presentation skills through in-class advertising pitches.

APRP-100 PORTFOLIO PREPARATION
This 30-hour program, offers a unique opportunity for students to develop a strong portfolio in preparation of applying to a college of art and design. Professional critiques and targeted assignments give students insight into their work and the way it is presented. Bring your portfolio or examples of your work to the first class session.
APRP-101 CONCEPT VEHICLE DRAW&DESIGN
Learn drawing techniques specific to designing things that go. Start with design parameters, work through concept proposal and ideations to final presentation drawings.

APRP-101 PORTFOLIO DEVELOPMENT

APRP-102 THE AD ROOM
So you want to be an art director? Work through the process of design brief, to concept thumbnails execute the best solution and present to the class

APRP-103 LIFE DRAWING: GESTURES
Working from a nude model, you will learn to you will learn to capture the primary gesture, figure weight balance, proportion and sense of movement using quick, fluid drawings. Artists use the gesture approach to "loosen up", but often find the drawings inspired, invigorating and insightful. Use this technique to breathe life into your portfolio.

APRP-104 FINE ART PHOTOSHOP
Using key tools like layers, masks and the pen, color palettes and found images to create a fun vision for a poster.

APRP-105 INTERIOR DESIGN PROJECT
Create a unique interior space by working with the interior architecture and space planning, creating a color history and final presentation boards.

APRP-200 PORTFOLIO.COM
Putting your portfolio online will help you raise awareness of your work and possibly secure employment. This course will help you use your slides, drawings, and digital art to create a presentation that everyone will want to see. Learn how to scan, create CDs of your work, and create an appealing website displaying your work. Basic computer and Photoshop skills preferred.

APRP-200 WEB DESIGN FOR ARTISTS
This hands-on course will guide artists through the process of creating a web-site showcasing their work through simple and user-friendly techniques. Artists of all types will learn how to promote their work on-line, find ways to link their sites, and create an interactive CD to use for promotional purposes.

APRP-205 CREATIVE CRITICAL THINKING

APRP-300 DESIGN WHAT YOU USE EVERY DAY
A one-week, non-credit program open to high school freshman, sophomores, juniors and seniors to study product design. Product Design overview, sketching, designing, modeling, critique. Final exhibit.

APRP-310 DEVELOP YOUR STYLE: PHOTO
A one-week, non-credit program open to high school freshman, sophomores, juniors and seniors to study photography. Digital image making, printing,
composition, framing.

APRP-320 ANIMATION: CHARACTER MODELING
A one-week, non-credit program open to high school freshman, sophomores, juniors and seniors to study Animation. Sketching, character development and digital modeling in ZBrush, critique. Final Exhibition.

AVIS-001 EXPLORATIONS ARTS F/SENIOR CIT
AVIS-002 EXPLORATIONS ARTS/F SENIOR CIT
AVIS-005 CERAMICS WORKSHOP
AVIS-006 GENERAL STUDIO WORKSHOP
AVIS-007 MOLDMAKING/SLIPCASTING
AVIS-008 CERAMIC AMULET & SPIRIT BEADS
AVIS-009 MOLD-MAKING I
AVIS-010 JEWELRY SETTING TECHNIQUES
AVIS-011 ALTERNATIVE JEWELRY TECHNIQUES
AVIS-012 BASKETRY-APPALACHIAN RIB-STYLE TWO-DAY WORKSHOP
AVIS-013 BASKETRY-EASTERN WOODLAND STYL TWO-DAY WORKSHOP
AVIS-014 BASKETRY
AVIS-015 THREAD LACE
This course introduces students to the creation of thread lace and thread fabrics.
AVIS-015 FIBER WORKSHOP
AVIS-016 METAL SMITH WORKSHOP
AVIS-017 GLASS WORKSHOP
AVIS-018 SLUMPING/FUSING WORKSHOP
A beginning fusing and slumping workshop Exploring basic techniques. The class will focus on decorative panels and simple slumped forms. No experience necessary, please bring safety glasses, a glass cutter, work gloves and dust mask to first class.
AVIS-046 FOUNDRY SCULPTURE
AVIS-056 WELDED METAL SCULPTURE
Students will explore the basic metal shop techniques of welding, brazing, cutting and forming and use them to build metal sculpture. Projects are tailored to each student’s skill level and student-initiated projects are encouraged.
AVIS-075 METAL SCULPTURE: BIKES
Focus is on problem solving using found objects to create a metal bicycle.
AVIS-100 CERAMICS
AVIS-101 CLAY AND COLOR
This class will meet for 10 weeks.
AVIS-102 CLOISONNE ENAMELING
This class will run for 12 weeks.
AVIS-103 DIE FORMING & CHASING REPOUSSE
AVIS-104 ENAMELING
AVIS-105 RAKU
Experience this ancient Japanese firing process for yourself. The contained flames and smoke produce works with lavish finishes from organic
earthy tones to vivid color and sparkling finishes

AVIS-106 BATIK AND OTHER RESISTS
AVIS-107 BLACKSMITHING
Explore the ancient craft of blacksmithing, with a focus on its historical and contemporary relevance. Students will learn how to forge ferrous metals and will create a small object (such as a trivet) utilizing demonstrated techniques. This course is held outdoors. Enrollment limited to six students.
AVIS-108 INTRO TO PATTERN WELDED STEEL
AVIS-109 BLACKSMITHING DAMASCUS
AVIS-110 HOT GLASS FORM
AVIS-111 DISCHARGE TECHNIQUES ON FABRIC
AVIS-112 SALT KILN FIRING
Students will discover salt and soda kiln firing.
AVIS-112 KILN CAST WORKSHOP
AVIS-114 FELTMAKING
Learn the techniques used to make fabric by prep layers of wool and working them into felt. Learn to create 3D objects such as vessels, slippers, hats and mittens as well as 2D items such as scarves, and wall art. learn Nuno Felting,
AVIS-114 FELT HATS
Explore the sculptural versatility of handmade felt in this interesting and informative hands-on class. While learning the fundamentals of felt-making and millinery, each student will design and create their own unique head covering as an intriguing extension of the body.
AVIS-115 OFF-LOOM WEAVING
AVIS-116 WEAVING
AVIS-117 POLYCHROMATIC PRINTING
AVIS-118 BEGINNING WEAVING & DYE PROCESS
AVIS-119 SURFACE DESIGN ON FABRIC
AVIS-120 INTRO TO PRINTING ON FABRIC
AVIS-121 SHIBORI/TIE DYE
AVIS-122 MARBLING ON FABRIC
AVIS-123 SHIBORI/SILK PAINTING
AVIS-124 PAINTING-OIL
AVIS-125 PUPPETMAKING
AVIS-126 MIXED MEDIA/PAINTING & SCULPT.
AVIS-127 SHIBORI/TIE DYE WORKSHOP
AVIS-128 WEAVING ON A LOOM II
AVIS-129 METAL SCULPTURE WORKSHOP
AVIS-130 FIGURE SCULPTURE
AVIS-131 ANATOMY WORKSHOP
AVIS-132 COLOR & COMP N/DRWNG & PAINT'G
AVIS-133 FOUNDRY WORKSHOP
AVIS-134 INTRO. TO FRESCO
AVIS-135 DRAWING TECHNIQUES
AVIS-136 SCULPTURE WORKSHOP
AVIS-137 WATERCOLOR WORKSHOP
AVIS-138 FIGURE DRAWING/PAINTING WKSHOP
BEGINNING WEAVING
This class provides an introduction to floor loom weaving. Basic weaving patterns and techniques will be covered as students learn how to set up and weave on a floor loom. If time allows, there will be a project using bleach OUT AND DYE PAINTING.

JEWELRY AND METALSMITHING
Create jewelry of your own design by learning how to use the tools and materials required to form sheet and wire metal into 3D objects. Hammering, bending and soldering techniques will be taught. Projects are tailored to each student's skill level and student initiated projects are encouraged.

JEWELRY & METALSMITHING BEG.
All areas of jewelry and metal working will be explored, projects designed around experience and level of technical competence. Open to beginning through advanced students.

CASTING WRKSHIP (JEWLRY & METLS)

FORGING&FORMING METAL JEWELRY

FOUND OBJECT ART

COLLAGE AND MIXED MEDIA
This course will teach students to use practically any organic and found objects to create relief sculpture and sculpture in the round. Wood, plaster, paper mache and plastic may be used to create free-standing, hanging and/or wall pieces.

SCULPTURE WITH FOUND OBJECTS
This course is for anyone who finds beauty in old, unusual or seemingly useless objects. Learn how to create a personal statement by combining interesting artifacts and/or elements from nature in meaningful ways. Students will be introduced to easy-to-use sculptural materials but will also need to supply their own found objects.

OFF LOOM WEAVING

SCULPTURE: CARVING

SCULPTURE: CASTING IN FOUNDRY
Learn the materials, processes and techniques used to produce finished cast-metal sculpture safely, including the sprue system for ceramic shell investment and resin-bonded sand casting, metal finishing and patination. Both beginning and more advanced students will cast their own work. The cost for metals used is in addition to the listed material fee.

FOUNDRY SCULPTURE STUDIO

FOUNDRY SEMINAR

ABSTRACT SCULPTURE
Experiment with the techniques and methods of sculpting using a wide variety of materials,
including clay, plaster, wax and found objects. The class will also explore beyond the physical aspects of sculpture to question what we see, how each individual sees differently and how to express that vision in a unique way. No previous sculpture experience is necessary.

AVIS-152 SCULPTURE-EXPERIMENTAL MEDIA
AVIS-152 SCULPTURE - MIXED MEDIA
AVIS-153 EXPERIMENTS IN FIGURATIVE
AVIS-154 STONE SCULPTURE
(formerly Exploring Stone Sculpture I)
AVIS-155 SCULPTING THE HUMAN FIGURE
Working from a nude model, students will learn traditional modeling techniques and undertake a systematic study of figurative sculpture. Both beginning and intermediate students will learn how to translate what they see into three dimensions through an emphasis on the proportions of the human form and the dynamics that animate it. Students younger than 18 must have parental permission to take this course.

AVIS-156 WELDING FOR ARTISTS
AVIS-157 SCULPTURE WORKSHOP
AVIS-158 ABSTRACT SCULPTURE CONSTRUCT'N
AVIS-159 EXPLORING STONE SCULPTURE II
AVIS-160 PRINTMAKING
For beginning and advanced level students. Demonstrations cover relief printing, etching, and lithography as well as non-traditional printmaking methods. Emphasis is on the development of ideas and concepts in conjunction with printmaking techniques.

AVIS-161 PORTRAIT SCULPTURE
AVIS-162 LETTERPRESS PRINTING
What came before Photoshop? The Type Shop. Learn the basics of hand-set type and traditional letterpress printing in the CCS Type Shop. This course is designed for those with no prior printing experience; you will learn to set lead type by hand and print on the Vandercook proof press. Options for printing illustrative elements will also be discussed.

AVIS-162 FUNDAMENTALS OF PRINTMAKING
AVIS-163 PAINTING - WATERMEDIA
AVIS-164 PAINTING, NON-FI(fig/oil/acrylic)
AVIS-165 PAPERMAKING
AVIS-166 PAINTING PORTRAITS & FIGURE
Learn to capture the essence and character of a model by studying portrait-painting techniques. Working in oil and/or acrylic paints, learn to use tonal values to develop forms that reflect the proportions of the human head, torso and hands. Participants should have basic drawing and painting skills. Bring a sketchbook, pencil,
kneaded eraser, canvas, brushes, palette and paints to the first class.

AVIS-167 PAPER MACHE
AVIS-168 SCULPTING THE SELF-PORTrait
Working with clay, students will create a life-size self-portrait based on direct observation. Sculpting materials and techniques will be taught with an emphasis on the underlying structure of the face.

AVIS-169 HAND-DYED FABRIC FOR CLOTHING
AVIS-170 BASIC DESIGN 2-D
AVIS-171 BASIC DESIGN 3D
AVIS-172 COLOR & COMPOSITION IN DRAWING
AVIS-175 INTRODUCTION TO I.D. DESIGN
AVIS-176 AUTOGRAPHICS
AVIS-179 RELIEF AND INTAGLIO
AVIS-180 INTRODUCTION TO WOODWORKING
Through a series of small projects, students will learn how to operate the majority of machines in the woodshop. Project planning, layout, construction, assembly and finishing will also be covered.

AVIS-181 WOOD TURNING
AVIS-182 WOODWORKING
Beginning students will become acquainted with all aspects of woodworking, including materials and processes, project planning and layout, construction and assembly methods and finishing techniques. Students will choose to work in one of three areas: furniture, woodturning, or carving. More advanced students can work on self-directed projects.

AVIS-182 WOOD SCULPTURE
This course will acquaint the beginner or refresh the experienced student with the traditional tools and techniques of making wood sculpture, including carving, assemblage and finishing. No previous wood sculpture experience is necessary, but the student should have basic familiarity with using hand and power woodshop tools.

AVIS-183 SCULPTURE: MOLDMAKING
AVIS-183 RUBBER MOLD MAKING FOR SCULPT
AVIS-184 WASTE MOLDS
AVIS-185 PEWTER CASTING WORKSHOP
AVIS-186 WOOD FURNITURE DESIGN
AVIS-187 WOODSHOP BASICS
This course provides a working knowledge of the CCS Woodshop studio. Familiarizing the student with the safe procedures for using hand and power tools. This course is a prerequisite for the wood furniture design course.

AVIS-190 SCULPTING IN WOOD
Students of all skill levels will learn techniques of direct carving in wood using hand and power tools.
tools. Explore concept and composition of abstract and observational forms while working on personally designed projects.

AVIS-200 METAL CHAIR DESIGN
AVIS-210 FINE ART BOOKMAKING
AVIS-219 TAPESTRY WEAVING
This course will introduce students to the basics of tapestry weaving working on simple frame looms (provided). Once the basic techniques have been covered, students will create a simple image that they will translate into a tapestry. Using frame looms will allow students to take work home between classes.

AVIS-220 INTRODUCTION TO STONE CARVING
Explore the art of creating sculpture from stone. You will learn how to use hand tools to bring out the texture and beauty of alabaster and soapstone and develop an understanding of both carving techniques and sculptural forms.

AVIS-225 COLOR AND LIGHT
The dynamics of color are fundamental to design, illustration and painting. Through lecture, demonstration and practical experience students will explore how the concepts of value, hue and intensity can determine the effectiveness of their creative works.

AVIS-230 ADVANCED STONE CARVING
This course is for students familiar with the tools and techniques used to sculpt in stone and who wish to refine their techniques. Explore design options that bring out the texture and beauty of alabaster and soapstone.

AVIS-240 ADVANCED JEWELRY & METALSMITHING
AVIS-240 JEWELRY & METALSMITHING-ADV.
AVIS-241 JEWELRY CASTING
Casting is the process of pouring molten metal into a mold. This course introduces the materials processes and techniques necessary to produce cast jewelry. You will cast your own work through learning the techniques of lost-wax casting, wax carving and other methods of casting and metal finishing. The cost of metal used is in addition to the material fee listed below.

AVIS-242 METALSMITHING: MULTIPLES
Students will focus on metalsmithing techniques that create multiple design units that can be assembled into a larger structure.

AVIS-250 SCULPTURE: CARVING
AVIS-251 THE DUNGEON
Medieval warriors battling mythical monsters, soldiers in powered assault armor at war with mutant hordes or even gothic detectives matching wits with supernatural horrors...Whatever your gaming interests may be, learn to design and
create your own miniature game pieces and environments using quick and easy materials while networking with other gamers. Bring a sketchbook and pencil to the first class. A materials list will be handed out at that time.

AVIS-255  FIGURE, SCULPTURE, ADVANCED
AVIS-257  PROFESSIONAL CLAY MODELING II
Interior modeling and exterior surface development such as ornamentation and foiling are introduced. Students strengthen their modeling and surface development techniques as they work on completing a finished model of an automobile.

AVIS-260  PAGES OF POSSIBILITIES
You are invited to experience the bookarts studio of CCS, the only one of its kind in Detroit. A wide variety of techniques associated with the creation of limited edition artists books will be demonstrated, including letterpress printing, photopolymer platemaking and basic binding structures. You will have an opportunity to experiment with these techniques as preparation for your own projects. Open to all, those with experience and those who are eager to increase their knowledge.

AVIS-261  RHINO
Students will learn to accurately model and doc. your designs ready for rendering, animation, drafting, engineering, analysis, and manufacturing or construction.

AVIS-261  INTRODUCTION TO AUTOCAD
Introduction to Autocad
AVIS-270  ARTS & DSGN./F/ADULTS & CHLDRN
AVIS-274  SILK PAINTING
AVIS-275  CERAMICS
This course, open to both beginning and advanced students, teaches hand-building, wheel-throwing, tile making and glazing techniques. More advanced students refine their skills and learn more advanced techniques.

AVIS-276  HANDMADE TILE
This class covers how to make one-of-a-kind clay tile from original concept to finished piece. Each student will learn how to make multiples from their own designs. Several methods will be taught. This is a hands-on class for students to learn clay tile making and its creative processes.

AVIS-277  CERAMIC TILE
This course will introduce students to the various processes of ceramic tile making. Students will create tiles using architectural, carving, sculptural relief, surface design, and glazing techniques.

AVIS-277  TILEMAKING
AVIS-278  HAND BUILDING IN CERAMICS
Learn the basic techniques of hand building including pinch, coil, slab and slip casting methods as you create functional or sculptural vessel forms. Approaches to glazing and firing techniques will be explored.

AVIS-279  WHEEL THROWING
AVIS-280  INTRODUCTION TO MOSAIC
Learn the ancient art of mosaic, surface art composed of variously colored small pieces of glass, stone, ceramics, or other materials. You will design and make a complete mosaic (of modest size) and, in the process, learn about the various materials and methods involved. Please bring any discarded tiles, beads, pebbles, shells or colored glass you may wish to incorporate into your design.

AVIS-281  CERAMIC SCULPTURE
Plaster cast molds to create 3D works.
AVIS-285  GLASSBLOWING
This course, open to both beginning and advanced students, teaches glassblowing techniques to create vessels and sculptural forms. More advanced students refine their skills and learn more advanced techniques. Limited enrollment of eight students per class.

AVIS-286  INTRO TO GLASSBLOWING WORKSHOP
AVIS-287  INTERMEDIATE GLASSBLOWING
AVIS-290  COLOR PHOTOGRAPHY
Using color negatives from students made previously or currently, the student will learn to make high-quality color prints. Color enlargers and color chemistry will be available for use. Students will work on individualized projects, concentrating on their particular interest in photography. Students will learn the fundamentals of color printing; high-quality and basic technique will be stressed but not without allowing a creative exploration of the medium. This class will meet for 12 weeks—September 9 to November 25.

AVIS-291  FILM PRODUCTION
AVIS-292  PHOTO SILKSCREEN ON FABRIC
AVIS-293  ALTERED PRINTS
AVIS-294  BLACK & WHITE PHOTO-ADV.
This is a course for students who are already familiar with the camera and have some darkroom experience, but want to improve and refine their skills. The course will emphasize improving compositional abilities, camera vision, and print quality, while encouraging the student to use photography as an expressive medium. Students will have access to the school's black-and-white darkrooms to complete assignments.
for the course. Bring a 35mm camera to the first class.

AVIS-295 PHOTO SALON
The emphasis of the class is on discussing peer work. Students will participate in discussions and constructive critiques led by a professional photographer.

AVIS-295 PHOTO WITHOUT A DARKROOM
AVIS-296 FILM/VIDEO PRODUCTION
AVIS-296 FILM PRODUCTION
AVIS-297 PHOTOGRAPHY: THE CAMERA
AVIS-298 PHOTOGRAPHY: THE DARKROOM
AVIS-299 HALIDE TO PIXEL
It introduces students to the technology of photography, from traditional to digital processes
AVIS-299 PHOTOGRAPHY - THE ART
AVIS-300 DIGITAL PHOTOGRAPHY BASICS
This course will cover the primary mechanical and conceptual differences between digital and traditional 35mm cameras. Students will learn traditional photography principles and apply to a digital medium
AVIS-300 INTRO TO DIGITAL CAMERAS
Do you want to gain more experience and confidence using your digital camera? This course will cover the primary mechanical and conceptual differences between your digital and traditional 35mm cameras. You will learn how to produce your photographs on the computer, including importing your images into imaging software, learning how to manipulate and save the images and your many options for outputting them. We will also cover how to scan existing photos and negatives for creation of your own picture cds. Please bring your digital camera to class.
AVIS-301 GAME DESIGN
AVIS-302 PHOTOSHOP FOR PHOTOGRAPHERS
AVIS-305 POLAROID TRANSFERS
This popular photographic process will show students how they can use Polaroid film to transfer their images onto various materials such as tile, stone and fabric. Please bring objects to photograph to the first class meeting.
AVIS-310 FILMMAKING-SUPER 8
AVIS-314 BLACK & WHITE DARKROOM STUDIO
More advanced students will have the opportunity to utilize the darkroom here at ccs. Students will in an independent environment. A mandatory orientation of the facilities is required.
AVIS-315 HISTORY OF PHOTOGRAPHY
AVIS-316 PHOTO STORYTELLING
Learn creative ways in which to display your photos so that they tell a story, chronicle an event, or showcase your portfolio pieces. Use unique fibers and papers to create your own photo
books.

AVIS-316 PHOTO ESSAY
Students will focus on through pictorial elements to convey a message.

AVIS-317 NON-SILVER PHOTOGRAPHY
AVIS-318 PHOTOGRAPHING WINTER LANDSCAPE
Winter offers many opportunities for discovering beauty in a monochromatic landscape. Through excursions to various area locations, students will be guided to find and photograph shapes, textures and colors in nature's architecture. Students should bring a 35mm camera and 400 ASA negative film to the first class (or a digital camera). This course does not concentrate on camera mechanics, so knowledge of your equipment is necessary.

AVIS-319 PHOTOGRAPHING FALL FOLIAGE
Explore the area's woodlands to capture autumn colors and experiment with photographing close-up details of nature. Students should bring a 35mm camera and 400asa Fuji color negative film to the first class. A macro lens would be helpful but is not mandatory.

AVIS-320 TABLE TOP LIGHTING STUDIO
Students will use hot lights and hand held strobes to create visually impressive shots of subjects ranging from unique to mundane

AVIS-325 COLOR MANAGEMENT
The expressive possibilities of digital photo MANIPULATION are emphasized and technical problem SOLVING scanning, computer monitor calibration, color profiles and output materials are addressed.

AVIS-327 IMAGE MANAGEMENT
Work with and learn the benefits of the RAW file Format. Create a system to categorize, keyword and organize your image files using Lightroom.

AVIS-330 ADV. GLASS BLOWING-OPEN WRKSH
The CCS hot glass studio will be available for advanced glass students to schedule weekly blocks of studio time. Two students will be assigned to each 4 hour work period for 5 days per week, equaling 20 hours per week. Four sessions will be scheduled per day. Students must be willing and able to help maintain the studio. These tasks include but are not limited to bagging batch and charging furnaces on a regular basis; running efficient Kiln cycles; maintaining a clean studio area, both hot and cold studios. There will be no formal instruction, but a dialogue between participants is expected. The cold studio will also be available for finishing work. Students must have the permission of the Crafts Department Chair before registering.
AVIS-340 CONTRACTS AND RIGHTS
Learn the ins and outs of working freelance, on contract and with stock houses.

AVIS-350 PHOTOSHOP FOR PHOTOGRAPHERS
Photographers who want to move into digital imaging will use a variety of source materials for high-end scanning, color correction, exposure, retouching, layering and masking, blending images and other effects in Photoshop. Solutions for final presentation and output are addressed.

AVIS-351 ADV GAME DESIGN PINBALL & GEN
AVIS-362 ALIAS STUDIO TOOLS
This course will enable students to strengthen electronic drawing and rendering skills while cultivating conceptual thinking.

AVIS-362 ALIAS/WAVEFRONT
This class, open to both beginning and more advanced students, will enable participants to strengthen their electronic drawing and rendering skills while cultivating conceptual thinking. Students will use ALIAS software running on Silicon Graphics IRIS or Windows NT workstations. Participants must have working knowledge of computers. Prior 3D computer experience is helpful.

AVIS-363 ADVANCED ALIAS 2007
AVIS-365 DIGITAL RENDERING
Students will render their Alias files using Bunk Speed.

AVIS-386 GLASS BLOWING WORKSHOP
AVIS-390 ADVANCED COLOR PHOTO
AVIS-391 BLACK & WHITE PHOTOGRAPHY BEGINNING
An introduction to black and white photographic image making, including composition, film processing and black and white darkroom techniques. This class is for the student who wishes to learn how to control the entire photographic process, from taking the picture to producing a finished print. Bring a 35mm camera to the first class.

AVIS-392 SNAPSHOT
This course is designed for those who wish to take more interesting and successful pictures but are not interested in darkroom work. The emphasis is on understanding the camera's functions, exposure principles and basic design and composition principles. Bring a camera to the first class.

AVIS-393 PHOTOGRAPHING YOUR FAMILY
Bring the whole family to this hands-on photo experience. This course will review and build on the material covered in our September workshop. Special emphasis will be placed on the techniques of photographing infants and children.
PHOTOGRAPHING NATURE
Through field trips to various local gardens and parks, participants will be guided to look at and photograph flowers, plants and insects in inspired ways. Framing techniques and attention to detail will enhance images captured from nature. Students should bring a 35mm camera that they are experienced using and 400ASA Fuji color negative film. A macro lens will be helpful, but is not mandatory.

URBAN PHOTOGRAPHY
Students will be guided to look at and photograph architectural details in the area's richly diverse historic neighborhoods. Creative composition and framing techniques will be used to capture interesting details in unique ways. Students should bring a 35mm camera and 400 ASA Fujicolor negative film to the first class.

STUDIO LIGHTING TECHNIQUES

PORTRAIT PHOTOGRAPHY
This course will help you take more artistic and professional photographs of people. Explore how to use your camera's flash and reflective materials to light your subject in the most effective way. Also discover how to use natural light in creative ways to really capture the essence of your subject. Bring your camera, flash tripod, and fuji400 print film to first class.

PHOTO ANIMALS AND PEOPLE
Learn creative composition and framing tech. to capture interesting details in unique ways.

TEXTILE PATTERN DESIGN

COLOR AND LIGHT
The dynamics of color and light are fundamental to design, illustration and painting. Through lecture, demonstration and practical experience students will explore how the values of color, hue and intensity can determine the effectiveness of their creative works.

INACTIVE

DISCOVERING CREATIVITY (6-8)

INTERMEDIATE ART (GRADES 4-5)

EXPRESSIVE DRAWING AGES 11-15
This class will expose the student to both traditional and experimental drawing methods. Materials used may include charcoal, pastels, pencils, paints and collage. Class lectures are augmented by a sketching field trip to the Detroit Institute of Arts. Bring drawing paper and pencils to the first class.

ADVENTURES IN DRAW. & PAINT.
AYTH-004  DRAWING AND PAINTING
AYTH-005  COLLAGE AND MIXED MEDIA
AYTH-006  COMIC BOOK ART
In this introduction to cartooning, students will improve their drawing skills while drawing comic book characters and learn to tell stories using pictures. Bring drawing paper and pencils to the first class.

AYTH-006  ADVENTURES IN COMIC BOOK ART
AYTH-006  COMIC BOOK ART
AYTH-007  CREATIVE WRITING (GRDS 8-12)
AYTH-008  ADVENTURES IN SCULPTING
The emphasis in this course is expression through an understanding of art basics: shape, form, texture, value and color. Using a wide range of 3D media, projects are drawn from objects in nature as well as the imagination. Viewing and working from exhibits at the Detroit Institute of Arts are also an important part of this course.

AYTH-009  MASKS AND SHIELDS (AGES 12-14)
AYTH-010  FUNDAMENTALS OF DESIGN
This course provides a working knowledge of the elements of design to provide you with a greater understanding of visual communication. The classic elements (space, line, shape, value, texture and color) and principles of graphic design (balance, repetition, variety, rhythm, unity and contrast) as well as the processes and methods used to problem solve and communicate will be explored.

AYTH-010  DESIGN A SIGN AN ADVENT IN DESIGN
AYTH-011  SCULPTING IN CLAY
Students will experience and understand basic elements and principles of art as applied to the 3 dimensional practice of sculpture: such as line, shape and balance through the manipulation of clay. Pinching, coiling and hand-building techniques will be introduced.

AYTH-011  EXPRESSIVE CERAMICS
AYTH-012  CERAMIC BEADMAKING GRADES 6-8
AYTH-013  CERAMIC BEADMAKING EXPLORATION
AYTH-014  MURAL PAINTING (AGES 9-11)
AYTH-015  DISCOVERING SCULPTURE
Using a wide range of easily manipulated sculptural materials, students will learn how to create in three-dimensions. Projects are drawn from nature as well as the imagination.

AYTH-016  DISCOVERING A WORLD OF ART
AYTH-016  DISCOVERING CREATIVITY
This class encourages young children to explore the natural and the urban environments and to experiment with a large variety of media, such as paint, pastels, markers, cut paper and ink. Basic art terms, design principles and techniques will be taught.
AYTH-017  EXPRESSIVE DRAWING & PAINTING
Students will learn to express themselves using both traditional and experimental drawing and painting methods. Materials may include charcoal, pastels, pencil, acrylics and watercolors. Bring a pad of drawing paper to the first class.

AYTH-017  DRAWING AND PAINTING
Using traditional and experimental drawing and painting methods and materials, students will learn to draw in perspective and explore new and more complex subject matter, including animals and the human figure.

AYTH-018  PICTURE THIS ADV IN PHOTOGRAPH
AYTH-019  DRAWING AND PAINTING
Students are introduced to a variety of drawing and painting materials. Various art elements and principles are explored. Self-expression and experimentation are encouraged, as well as structure and individual development. Students are exposed to art history and its relationship to drawing and painting. Sketching field trips to the Detroit Institute of Arts will inspire students and expand their opportunities to make art.

AYTH-020  ADVENTURES:COLLAGE&MIXED MEDI
AYTH-021  ADVENTURES IN PINHOLE PHOTO.
Students will explore the very basics of photography by constructing a pin hole camera. Class include exercises in exposing and printing black and white images from these cameras.

AYTH-022  DISCOVERING GAMES & MOVEMENT
AYTH-023  ADVENTURES IN GAMES & MOVEMENT
AYTH-024  DRAWING PRINCIPLES
Both beginners and experienced students benefit from focusing on traditional principles of observational drawing. You will learn how to plan an overall design, the effects of variation in line quality, and how to render light and shadow. Bring a drawing pad and pencil or drawing charcoal to the first class.

AYTH-024  BEGINNING LIFE DRAWING
Study the basics of figure drawing with a live clothed model. Learn how to capture a human form and explore drawing techniques with gesture, contour and value with a variety of drawing materials. Bring drawing paper and pencils to first class.

AYTH-025  PRINTMAKING
AYTH-026  ART SMART (AGES 9-12)
AYTH-027  ADVENTURES CREATIVE WRITING
Exercise your creativity and imagination as you learn to express yourself and have fun writing your own ideas through journals, poems and
stories. Bring something you have written and writing material to the first class.

AYTH-028 ART SMART (AGES 12-15)
AYTH-029 IN SYNC WITH COLOR
Music and painting naturally enhance each other. Students will experiment with various types of music to inspire the creative use of color and content in painting. Music will range from InSync to Scott Joplin. We will also explore different ways to apply paint to paper each day.

AYTH-030 POSTER PRINTING
AYTH-030 AIRBRUSHING T-SHIRTS/12-14
This course is designed to guide the student to a basic understanding of the medium. Each project is hands-on and techniques are demonstrated and explained by the instructor. The course begins with basic capabilities of the tool and ends with complex multi-masking rendering techniques. Supplies discussed at the first class.

AYTH-031 DISCOVERING CERAMICS
In this hand-on, fun and interesting class, students will learn to make and glaze hand-built ceramic vessels and tiles.

AYTH-032 EXPRESSIVE SCULPTURE
AYTH-032 ADVENTURES IN CERAMICS
AYTH-033 COLOR BY MATISSE
AYTH-034 HANDBUILDING WITH CLAY
Explore the processes of making hand-built vessels through pinching, coiling, and sculpting.

AYTH-035 BOOK AND STORY ILLUSTRATION
AYTH-035 ILLUSTRN'G CREATIVE WRIT'G 6-8
AYTH-036 ILLUSTRATING WHAT WE WRITE
AYTH-037 CD COVER ART
Ever dream of becoming the CD cover artist for your favorite music group? Learn how to design and illustrate your very own CD cover. We will learn about the history of CD and record cover artwork, basic design layout, color and composition and an introduction to computer graphics. By the end of the session you will display your own CD cover art in a real CD jewel case.

AYTH-040 ADVENTURES IN AUTO DESIGN
This course teaches basic drawing and rendering techniques by introducing students to the aesthetics of automotive design. Students will learn the structure of objects by combining simple shapes to make new shapes.

AYTH-040 AUTOMOTIVE DESIGN
This course teaches basic drawing and rendering techniques by introducing students to the aesthetics of automotive design. Students will learn the structure of objects by combining simple shapes to make new shapes.
AYTH-041 AUTOMOTIVE DESIGN
This course teaches basic drawing and rendering techniques by introducing students to the aesthetics of automotive design. Students learn how objects are structured by combining simple shapes to make new forms.

AYTH-042 CAR DESIGN CAMP (9-12)
This fun week-long camp will introduce young students to the art of automotive design. Basic drawing and rendering techniques will be taught through in-class assignments.

AYTH-045 AUTOMOTIVE CLAY MODELING
Students will learn introductory level modeling techniques used to make a small scale model. This course challenges the student to translate two dimensional images into three dimensions.

AYTH-045 DESIGNING 3D CARS
Students will learn basic drawing techniques to give their designs volume and shape.

AYTH-047 AUTO INTERIORS AND EXTERIORS
Students will learn to draw the interior to their dream car. Traditional rendering techniques and color theory will be covered.

AYTH-050 PRE-COLLEGE DESIGN
This five-week program is specifically designed for students entering or considering application to a professional visual arts college. Classes in design, art history, and fine arts are combined in an intensive format that simulates the freshman college schedule. STUDENTS MUST HAVE HIGH SCHOOL JUNIOR, SENIOR, OR GRADUATE STANDING. The tuition does not include supplies. The students will be graded in each area of study.

AYTH-051 PRE-COLLEGE ART HISTORY
AYTH-052 PRE-COLLEGE DRAWING
AYTH-060 COMPUTER GAME GRAPHIC DESIGN
AYTH-061 DRAWING AND PAINTING (GR 9-12)
The students will explore drawing and painting materials and techniques with emphasis on line, composition and color. Personal expression and development of ideas will be encouraged. Students may choose to work with a variety of drawing and painting media.

AYTH-062 SCULPTURE (GRADES 7-12)
AYTH-063 INTRODUCTION TO PHOTOGRAPHY
In this hands-on course, students will learn to form a personal vision through black and white photography, exploring 35mm camera fundamentals, photo composition, film developing and printing in the darkroom.

AYTH-063 EXPRESSIVE PHOTOGRAPHY
A fundamental study of photography, its principles and applications will be explored
using a 35mm camera. This course includes hands-on image making with emphasis on the visual aspect. Projects coordinated with field trips and visits to The Detroit Institute of Arts. All levels of students will be given individual guidance.

AYTH-064 CARTOONING
This class teaches students the drawing and sequential art skills necessary for successful cartooning, including drawing characters in action and drawing a series of actions to make a story. Bring drawing paper and pencils to the first class.

AYTH-064 DRAWING EXPRES.COMICS&CARTOON
This class teaches students drawing skills for successful cartooning. Skills include drawing characters and action, and drawing series of actions to make a story.

AYTH-064 EXPRESSIVE CARTOONS
This class teaches students drawing skills for successful cartooning. Skills include drawing characters and action, and drawing series of actions to make a story.

AYTH-065 DRAWING AND PAINTING
Students will learn to express themselves using both traditional and experimental drawing and painting methods. Materials used may include charcoal, pastels, pencil, oil paints, acrylics and watercolors. Sketching field trips to the Detroit Institute of Arts will inspire students and expand their opportunities to make art. Bring drawing paper and pencils to the first class.

AYTH-065 ADVENTURES IN DRAWING AND PAIN
Students will learn to express themselves using both traditional and experimental drawing and painting methods. Materials used may include charcoal, pastels, pencil, oil paints, acrylics and watercolors. Sketching field trips to the Detroit Institute of Arts will inspire students and expand their opportunities to make art. Bring drawing paper and pencils to the first class.

AYTH-066 COMPUTER ART

AYTH-067 EXPRESSION SCULPTURE
Students will learn to express themselves by using easily-manipulated materials to create representational and non-representational forms. Projects will be drawn from both nature and the imagination.

AYTH-068 EXPRESSION PAINTING
Students will expand their knowledge and expressive abilities with traditional and explorative painting approaches. Utilizing both
water and oil based paints, imagination will play an active role within the structures of still life, portraiture, gesture, urban landscape, and abstract painting. A material list will be handed out during the first class.

AYTH-069 EXPRESSIVE WATERCOLOR COLLAGE
This course encourages self-expression through learning the techniques of watercolor painting and collage. Students will experiment with composition and texture through incorporating collage methods into their paintings.

AYTH-070 EXPRESSIVE JEWELRY&METALSMITH
In this course, the tools, materials, and techniques involved in jewelry making will be taught and students will design and create their own jewelry.

AYTH-070 BEG. FASHION ILLUSTRATION
Explore the methods, tools and techniques needed to create in the world of fashion. This course teaches the fundamentals of fabrics, textures and fashion figure drawing from model poses and how to create your own fashion designs. Previous drawing experience is helpful but not required. Bring a 14"x17" spiral sketch pad and drawing pencils to the first class. A materials list will be handed out at that time.

AYTH-071 UNCOMMON PHOTOGRAPHY none provided

AYTH-073 SNAPSHOTS (AGES 12-15)

AYTH-075 EXPRESSION & COMMUNICATN/INTER
Students explore the underlying common structures in sight, sound, and space through direct experiences in visual arts, music, and dance. Students experience and relate breath, pulse, line, shape, texture, pattern, tone, timbre, and time. Classes are team-taught by CCS faculty whose goal is to promote the understanding of structures common to all art forms.

AYTH-080 ART INTO ARCHITECTURE
This workshop will explore how an artist would see and design houses. We will start with basic skills and principles and students can progress at their own speed. Some of the areas to be covered include visualizing form, free hand and mechanical drawing, proportion, color and style. Advanced students may elect to work on three point perspective and model building.

AYTH-090 DRAWING PRINCIPLES
Focusing on traditional drawing principles student will learn how to use light, shadow, and proportion to convey their ideas.

AYTH-090 DISCOVERING DRAWING
Focusing on the traditional principles of observational drawing students will learn how to use light, shadow, and proportion to convey ideas.
AYTH-096  PICTURE BOOKS (AGES 9-12)
AYTH-097  ART TALES CAMP
AYTH-098  MAMA NATURE’S ART CAMP
AYTH-099  HEROES AND HEROINES CAMP
AYTH-100  ADVENTURES IN DIGITAL ART
AYTH-100  ART IN MOTION
Using adobe Photoshop and macromedia flash, students will create various still and animated projects by gaining experience and knowledge of how to make computer art and animation. No computer experience is necessary.

AYTH-100  COMPUTER ART
AYTH-100  DIGITAL ART
AYTH-101  ADOBE PHOTOSHOP
Students will focus on the creative possibilities of using Adobe Photoshop to warp and collage images and use special effects while learning the fundamental techniques of the program.

AYTH-101  DISCOVERING COMPUTER ART
Budding computer users will have fun learning how to use Adobe Photoshop software to create an image that incorporates digital photos, collage, sound, and animation. No previous computer experience is necessary.

AYTH-110  CONQUERING THE WEB
Using Adobe Photoshop and Macromedia Dreamweaver software, students will learn cutting edge design techniques for creating websites. They will explore different disciplines of design and new ways of creating computer art. Participants should have basic computer knowledge.

AYTH-110  COMPUTERS AND ART
Using Photoshop software, you will learn how computers are used to make art and you will learn to make your own art using computers. No prior experience with computers is necessary.

AYTH-111  ART IN MOTION
Students will gain experience in how to make computer art and animation by using Adobe Photoshop and Macromedia Flash to create various still and animated projects. No computer experience necessary.

AYTH-112  ANIMATION BASICS
Learn the basic skills needed to turn drawings into living motion. Students will be taught the theories and concepts used by animators and will practice sequential drawing to produce a short animation that focuses on a simple action. Bring sketchbook and drawing pencil to first class.

AYTH-117  EXPLORING COMPUTER DESIGN
Beginning designers will develop an understanding of the computer as a design tool as they work on projects such as posters, brochures and logos.
AYTH-119 DISCOVERING DRAWING
Learning about drawing is more than just pencils and lines. We will draw in color, with sticks, learn about light and shadow, and practice the tricks that professional artists use to express proportion and emotion. This class will provide many ways to improve artistic skills and creative thinking.

AYTH-120 BEGINNING WEB DESIGN
Students will learn how to design and build your own websites and place it on the internet using Macromedia Dreamweaver software and basic HTML.

AYTH-120 CONQUERING THE WEB
Using Adobe Photoshop and Macromedia Dreamweaver software, students will learn cutting-edge design for creating websites for the World Wide Web. They will explore different disciplines of design and new ways of creating computer art. Computer and basic Photoshop knowledge preferred.

AYTH-121 ART BOOK

AYTH-122 FOUND OBJECT SCULPTURE
Young artist will discover ways to find and use everyday objects to create art forms

AYTH-122 FOUND ART

AYTH-123 BEGINNING FASHION DESIGN
Students learn design principles: illustration, elemental construct, design challenges

AYTH-123 FABULOUS FASHION CUT OUTS
Learn how to design fashions for your own cardboard cut-out doll. A sport outfit or a formal? Explore fabrics, texture, colors and style for your fashions.

AYTH-124 TEXTILE DESIGN
Explore fabrics and textures and how to put it all together to create your own fashion designs. Students will learn various collage and dyeing tec

AYTH-125 COMIC BOOK LAYOUT
Students will learn the basics of page layout software and use its tools to design their comics.

AYTH-126 SEWING
Fashion design students will learn the foundation for proper construction of a garment. Basic hand sewing tech. and proper use of sewing machine.

AYTH-127 LIMITLESS SEWING MACHINE
This class will be centered on the potential of the sewing machine as a tool to build both surface and form. Students will experiment with two-dimensional techniques like collage, drawing, and quilting with non-traditional materials. They will also learn to build sculptural forms using basic pattern design, from fashion design and hot air balloon design, to more complex constructions that employ rigid materials and internal frameworks. Students will then create a final
piece that combines both surface and form on the sewing machine. Students should plan to bring their own sewing machine if able.

AYTH-130 CAMP MATISSE
Budding artists will have fun learning about color and form. Lessons and assignments will follow the fauvist art of matisse, using vivid color and bold shapes to make expressive paintings and ceramics pieces.

AYTH-131 HANDMADE CLAY TILES
AYTH-134 MOSAIC MANIA
Students will explore the art of mosaics through found and natural items. Students will learn about traditions and cultural heritages of the craft.

AYTH-135 DRAWING FANTASY FIGURES
AYTH-135 SCIENCE FICTION ILLUSTRATION
This course is for creative young people who can't get their fill of science fiction. Light sabers, spaceships, ogres and intergalactic kung-fu are just some of the objects and characters that students will learn to draw. A clothed model will be drawn occasionally. Bring drawing paper and pencils to first class.

AYTH-138 ILLUSTRATION, ACTION-MOTION
Course concentrates on human and animal movement. Issues of anatomical motion that are important to animators are applied.

AYTH-140 HEROES AND HEROINES
Learn to design and create characters from fantasy using a variety of sculptural and found materials.

AYTH-141 ANIMATED BOOKS
Learn three unique techniques that embody the basics of animation. Dumpstermation, Zoetropes, and Flipbooks.

AYTH-150 PUPPETRY (GRADES 6-8)
AYTH-151 PUPPET HEADS & MASKS
In this workshop children will create life size puppet heads and masks. Through telling stories and myths we will identify characters and symbols of wisdom, bravery, caring, and change. We will then create them using traditional wood, plaster, or paper mache techniques. Students attending both sessions may create a play for creations.

AYTH-152 AMAZING ANIMALS
This fun class is all about creating eye-catching birds, fish, and animals. Young artists will work with unique materials such as tissue paper, handmade paper, construction paper and other materials to create their own 2D and 3D animals.

AYTH-153 GODS & MONSTERS
Students will learn the secrets to design and create their own action figures or fantasy game pieces. Instruction will be provided on the use of a wide variety of materials to create characters.
from sci-fi, horror and other genres of fantasy. Please bring sketchbook and pencil to first class. A supply list will be given out at the time.

AYTH-154  COSTUMES AND MASKS
AYTH-155  CREATIVE COSTUMES
Make your own Halloween costume as you learn how to make creative costumes based on a character of your own design.

AYTH-156  CLAY CRITTERS
AYTH-164  CARTOONING PART II-GOING DIGITAL
This class is for students who have taken the cartooning course and are ready to go to the next level of technology by digitally colorizing their characters. Students should bring their drawn work ready to scan into Photoshop software, where they will learn to apply color and special effects to their images.

AYTH-170  JEWELRY
Students will learn basic metalsmithing skills to create their own unique jewelry. You will learn string and wire-wrapping of beads or pearls.

AYTH-171  TEE SHIRT DESIGN
Students will learn the fundamentals of screenprinting to create their own designs on tee shirts. Each student will create his or her own images or work from provided sources. Please bring drawings or photographs to the first class.

AYTH-172  FASHION DESIGN (AGES 12-15)
AYTH-173  DESIGN YOUR LINE
Learn how to select and match colors, patterns, fabrics and styles. STUDENTS WILL CREATE A DESIGN BOARD OF THEIR FINISHED DESIGNS

AYTH-180  GOOD IMPRESSIONS
Students will utilize printmaking techniques to create original works of art. Explore such techniques as mono printing, linoleum cut, calligraphs, masking and collage. Bring drawings or a sketchbook to the first class.

AYTH-185  DRAWING OUT OF AFRICA, 6-9
AYTH-190  FABRIC PAINTING
Make your clothes one-of-a-kind works of art. learn how to decorate your own t-shirt or jeans with paint, dye, jewels and glitter.

AYTH-195  INTRO TO GRAPHIC DESIGN
Beginning designers will develop an understanding of visual communication through a study of composition, shape, color, typography and line as they apply their design ideas to projects such as poster, brochures and logos.

AYTH-198  CLAY ANIMATION
Learn the techniques used in creating animated characters. You will design and sculpt clay characters and learn how to make them move.

AYTH-200  ENRICHMENT ART
AYTH-200 CHILDREN COMPUTER CAMP
AYTH-201 DRAWING
Youth camp. Drawing, painting and color.
AYTH-202 SCULPTURE
Ceramics camp. Hand building, tile making and mosaics.
AYTH-203 CARTOONING
Cartooning, Animated Books, Comic Book Layout
AYTH-204 PHOTOGRAPHIC EXPLORER
Photography Camp. Snapshots, pinhole cameras and Adobe Photoshop.
AYTH-205 FASHION
Fashion camp. Fashion illustration, textile design and Sewing.
AYTH-206 TRANSPORTATION DESIGN
Automotive camp. Automotive design, designing 3D, auto interiors and exteriors
AYTH-207 ANIMATION
Animation camp. Drawing in sequence, computer animation, claymation.
AYTH-208 PAINTING
Fine Arts camp. Charcoals and chalks, water-based media; and Oils, resists and mixed media
AYTH-209 PUPPETS AND MAQUETTES
Students will learn the history of puppet making and learn the story telling elements that accompany it.
AYTH-210 LOOK, SEE & DO
This hands on program for parents and young children, as active participants together, encourages this child to explore his/her world and seeks to help the young artist establish a link between themselves and the natural and urban environments. This sensory stimulation is then guided through art. One tuition and material fee includes one child and one adult.
AYTH-211 TRANSFORMER DESIGN
Students will learn basic drawing, design and planning tech and apply them to 2d and 3d character concepts.
AYTH-212 DIGITAL DESIGN
Use Adobe CS3 to learn the foundation of computer-based design. Students 6-10 will be introduced to Photoshop, Illustrator and InDesign as they work toward creating a website home page. Students 11-15 will create their own multi-page website using CS3 and Dreamweaver. Website will not be made public. Live hosting to the web would be the responsibility of a parent or guardian. Our midday project will focuses on activities that use alternative cameras and image making tools.
AYTH-217 STOP MOTION ANIMATION
Students are introduced to stop motion processes.
AYTH-217 ART IN MOTION (12-15)
AYTH-220  WORKSHOP FOR VISUAL STUDIES
This workshop creates a curriculum of individualized instruction combined with group support. Students in this workshop will be able to pursue individual creative goals in a variety of two and three dimensional media. The instructor will work with each student to develop projects which will allow them to have an intensive skill building experience in their own area focus or expertise.

AYTH-240  STONE CARVING (12-15)
AYTH-242  DESIGNING COOL STUFF
AYTH-250  ART & TECHNOLOGY EXPLORATIONS
AYTH-260  PHOTOGRAMS
Young students will discover photography by creating sun prints of objects found on campus or brought from home. The photogram process, which uses water for development, will give students the opportunity to discover nature and make art with collage and layers of light.

AYTH-261  POLAROID TRANSFERS
This popular photographic process will show students how they can use Polaroid film to transfer images onto watercolor paper, fabric, and objects found in nature.

AYTH-262  DIGITAL ART PHOTOGRAPHY
Students will focus on creating artistic images while using the basic concepts of digital photography. Digital cameras and Photoshop software will be used to explore the many tools that digital photography provides for creative expression. Students do not need to bring their own cameras.

AYTH-270  CHARCOALS AND CHALKS
Students will discover vibrancy and fullness of tones and hues as they experiment with various paper and textured surfaces.

AYTH-285  DRAWING OUT OF AFRICA, 9-12
AYTH-295  ACRYLIC PAINTING
Students will work from a variety of settings, and explore the technique of painting with acrylics in observational or experimental styles.

AYTH-300  COLOR ME CRAZY
Parents and child will work together to create unique and spontaneous art in this workshop. ages 4-6

AYTH-300  FANCY FAMILY TREE
Children ages 4-8 accompanied with an adult learn from a trained educator about how to create their unique family tree.

AYTH-300  ART ON THE MOVE
AYTH-301  INTRO TO WATER-BASED MEDIA
Explore the techniques for successful painting with watercolors, illustration with inks and draw
with pastels.

AYTH-305 POLAROID TRANSFERS, (12-15)
AYTH-310 COOPER AFTER SCHOOL VA PROGRAM
AYTH-315 FAIRBANK
AYTH-330 CHILDREN WORKSHOP Child and parent
AYTH-350 THINK, MAKE, CREATE

This class will provide many ways to improve artistic skills and creative thinking. Each week will provide a new topic such as a nursery rhyme, scene from nature, or the work of a famous artist, that children can explore and visualize into a design.

AYTH-350 CAMP PORTFOLIO HIGH SCHOOL SUMMER RESIDENCY
AYTH-392 SNAPSHOTs (12-16)
AYTH-400 SUMMER INST FOR ART & TECH
SUMMER INSTITUTE FOR HIGH SCHOOL STUDENTS

DFA-050 CAMP PORTFOLIO-(RESIDENCE)
Developed to help you master the techniques, principles and materials that are the foundations of visual language. Students study life drawing, 3D design principles, digital design, color and theory, art history in this intensive, two-week residential camp for high school sophomores, juniors and seniors. Students must submit a complete application by June 1 for scholarship consideration. 2007 program runs July 8 - July 21. Not available to students in the undergraduate program.

DFA-055 SUMMER EXPLORATORY
Designed for serious young artists with prior drawing experience. High school sophomores, juniors and seniors can apply to one of three focus areas for in-depth study: Automotive Design, Animation or Sculpture. Students live on campus and learn from experienced artists. Students build and enhance skills through creating work that can be used for a college application portfolio. 2007 program runs July 22 - August 4.

DFA-060 CAMP PORT/Summer EXPLORATORY
Attending both camps will allow students to build foundation skills and choose an area to explore in-depth while earning a total of 3.0 credits. 2007 program runs July 8 - August 4.

DFA-070 PRE-COLLEGE SUMMER EXPERIENCE
Four-week intensive pre-college program consisting of two core studios, and art history, interdisciplinary major of the students choice. 90 hours of instruction. Open to high school sophomores, juniors and seniors.

DFA-071 PCSE ANIMATION/ILLUSTRATION
Four week intensive program open to high school sophomores, juniors and seniors. Students attend classes in Animation (Entertainment Arts) and
Illustration, art history and portfolio development. Students earn 3 college credits.

**DFA-072**  PCSE GRAPHIC/AD/PHOTO
A four-week intensive program for high school sophomores, juniors and seniors in Graphic Design, Advertising Design and Photography. Students earn 3 college credits.

**DFA-073**  PCSE AUTO/PRODUCT/INTERIOR
Four week intensive program in Auto Design, Product Design and Interior Design for high school sophomores, juniors and seniors. Students earn 3 college credits and attend classes in each major area, art history and portfolio development.

**DFA-074**  PCSE FINE ARTS/CRAFTS
Four week intensive program in fine arts and crafts for high school sophomores, juniors and seniors. Students attend classes in each discipline, art history and portfolio development. Students earn three college credits.

**DFA-310**  DESIGN WHAT YOU USE EVERY DAY
**WKSH-001**  FLIPBOOKS (9-12)
**WKSH-002**  ZEOTROPE (12-15)
**WKSH-003**  PRINTMAKING WKSH YOUTH
Learn how to make multiple prints from a drawing

**WKSH-004**  DESIGN YOUR LINE YOUTH
Create a fabulous fashion line.

**WKSH-005**  COSTUMES AND MASKS
**WKSH-006**  CUSTOM BOOK BAG
screen printing on canvas

**WKSH-007**  ANIMATION MAQUETTES
Learn the foundation for creating animated characters

**WKSH-045**  MASONS ARCH. TOUR
Join art historian for a tour of Detroit's historic Masonic temple.

**WKSH-050**  ARCHITECTURAL TOUR: PEWABIC
Lead by a Detroit Historian, students will learn about the impact of Pewabic pottery on Detroit architecture.

**WKSH-090**  SURFACE EMBELLISHMENT
This class will focus on using traditional surface embellishments, such as stitching, applique and quilting in unusual ways. Combining alternative materials such as found objects, metal, paper, and plastic, students will create unexpected visual and textured objects.

**WKSH-100**  ART AT THE CENTER
An educational retreat for high school art teachers. Engage in meaningful hands-on art seminars and workshops. Attend art demonstrations, gallery tours, museum visits and presentations. Must apply through the CCS Office of Continuing and Community Education.

**WKSH-120**  CO-WORKING DAY
Students that work from home are invited to work
CCS campus and share in our on-campus events.

WKSH-130 INTRO TO CREATIVE PROCESS
This workshop offers students a look at the life of a piece of advertising, from initial creative brief to idea conception and refinement to scriptwriting and storyboarding, ending with client presentation. This is a hands-on workshop and participants will work together in groups. Drawing experience is not critical. The idea is what will sell.

WKSH-135 BRANDING & IDENTITY SOLUTIONS
WKSH-140 PEWTER SCULPTURE
WKSH-145 PRINTMAKING
If you can paint, draw or arrange color shapes, you will enjoy learning to make monotype prints. There are no rules-only possibilities. No previous experience in printmaking necessary.

WKSH-150 OIL PAINTING TECHNIQUES
If you are interested in exploring oil painting but have never tried it or if you would like to update basic skills this workshop is for you. Spend the day learning techniques from one of Detroit's finest painters and create a painting of your own.

WKSH-151 LIFE DRAWING - QUICK STUDIES
These one-day studio sessions are a great opportunity for artists of all levels to brush up on their figurative drawing skills. While using single and multiple model poses, this session will show students how to improve their observational abilities and employ basic drawing principles to achieve greater accuracy in capturing the model's gesture or expression. Students younger than 18 must have parental permission to take this course. Bring a sketchbook (11x14 or larger is recommended) and pencil or drawing charcoal.

WKSH-152 MONOCHROMATIC PAINTING TECH
WKSH-153 PAINTING THE SELF-PORTRAIT
WKSH-156 HYPERREALISTIC PAINT. METHODS
Students with some painting experience will learn techniques used to create a high level of detail in their paintings using acrylic paints. Students should bring their own photograph(s) from which to develop their compositions.

WKSH-157 HOW TO MAKE A CANVAS
learn the skills needed to successfully build a stretcher and apply a canvas and prime surface.

WKSH-160 MAKING A LIVING AS AN ARTIST
Students learn business elements such as artist statement, objectives, start a business, marketing plan and introduction to artist websites.

WKSH-160 THE DESIGN PORTFOLIO
WKSH-161 PRESENTATION TECHNIQUES
WKSH-162 INNOVATIVE ALBUM STRUCTURES
Students will learn to use the Wacom primarily as applied to Photoshop with general computer and applications navigation covered.

Investigate the ancient art of felt making with twenty-first century tools. Learn the techniques used to make fabric by preparing layers of wool and working them into felt. Learn to create 3D objects such as slippers, hats and mittens as well as 2D items such as scarves and floor covering.

In this intensive workshop participants will learn basic resist-dye techniques and create a series of striking blue and white patterned fabrics.

Bring the whole family (especially the kids) to this hands-on photography studio and learn how to best capture your family members' lives. Special emphasis will be placed on the techniques of photographing infants and children. Bring your camera and some film.

All artists need to document their work with professional quality photographs. This workshop will teach you to do just that, with a minimum of equipment and cost. Bring a 35mm camera loaded with tungsten slide film and the 3-dimensional artwork you wish to reproduce.

Kumboo is a Korean technique for surface decoration in which pure gold foil is fused onto the surface of a finished silver object. During this workshop students will be guided through the process of kumboo to create a small piece of jewelry. All materials will be provided.

Students will use clear and colored resins combine with organic or inorganic objects to create unique jewelry designs.

Explore the techniques used to make jewelry settings for stones. Using the tools of professional jewelers you will learn methods of stone setting including burnishing, prong and bezel setting and how to make bezels. All materials, including sterling silver settings and cubic zirconia stones will be provided but you can bring your own stone if you prefer.
WKSH-194  PEWTER CASTING
Students learn to fabricate and cast in pewter using cuddle bone, sand casting tech. Also create a vessel.

WKSH-263  WATERCOLOR TECHNIQUES
WKSH-265  PAINTER'S PALETTE
Students learn about color theory, types-qualities of paints, using mediums and solvents.

WKSH-50  ARCHITECTURAL TOUR - DETROIT
WKSH-500  ART TEACHERS WORKSHOP
WKSH-524  WATERCOLOR
WKSH-A  DIGITAL PORTFOLIO