

AACD-100 AESTHETICS, ART HIST. & CRITISM

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 market place. 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 copy- rights, 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 PRESO 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 THINKG
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 PREPARAT'N 10 - 15+
ACAC-130 BASIC & FIG. DRWNG EXPLORATION
ACAC-135 PAINTING EXPLORATIONS
ACAC-137 SCULPT EXPLORTN'S-CLAY & PLSTR
ACAC-160 DRWNG & PAINTNG URBAN LANDSCPE
ACAC-161 PORTRAIT SCULPTURE
ACAL-099 ART OF THE PENNSYLVANIA GERMNS
ACAL-101 CLASSROOM CALLIGRAPHY
ACAL-110 CALLIGRAPHY I
ACAL-111 CALLIGRAPHY II
ACAL-112 FRAKTUR
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 encourage /d 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 10:00A.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:CALLIGRPHY & 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-patterning 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.

Damascene

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

- applications; Macintosh familiarity.
- 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 DRMWVER
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 the that time.

ADRW-074

BASIC DESIGN 2D

ADRW-075

FIG.DRWNG,BEGINNING & ADVANCED

Session II-Workshop meets for 7 weeks.

ADRW-080

BASIC DRAWING & PERSPECTIVE

ADRW-120

DESIGN

ADRW-123

CARICATURE DRAWING

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.

ADRW-124

MODELS & MINIATURES

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.

ADRW-130

DRAWING PRINCIPLES FOR ARTISTS

ADRW-131

DRAWING

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.

ADRW-134

DRAWING THE HUMAN FIGURE

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.

ADRW-135

BLACK AND WHITE COMBINATION

ADRW-138

COSTUMED FIGURE DRAWING

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

ADRW-140

PAINTING THE HUMAN FIGURE

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/PRISMA CLR.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 designe

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.

- ADRW-264 ADVANCED INTERIOR DESIGN
- ADRW-265 COLOR AND MATERIALS
Students will gain a greater understanding of color, texture, and pattern.
- ADRW-267 DRAWING ELEVATIONS
Students will learn to hand draw the view of a room that shows one face of its subject projected into a vertical plane.
- ADRW-271 ADVANCED LIFE DRAWING
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.
- ADRW-285 MATERIALS AND TECHNIQUES
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 VanEyck.
a small fresco panel. Some materials will be provided. Extra studio time is available.
- ADRW-288 FASHION ILLUSTRATION
- ADRW-289 FASHION ILLUSTRATION II
- ADRW-290 ELEM 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 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-300 DRAWING AT THE DIA
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.

ADVG-261 TELEVISION CONCEPTS
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.

ADVG-270 ADVERTISING PORTFOLIO
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.

AEXP-001 DRAWING EXPLORATIONS
AEXP-010 DIGITAL ART EXPLORATIONS
AEXP-020 PHOTOGRAPHY EXPLORATIONS
AEXP-030 PAINTING EXPLORATIONS
AEXP-040 SCULPTURE
AEXP-050 CARTOONING EXPLORATIONS
AEXP-060 AIRBRUSHING EXPLORATIONS
AEXP-065 ILLUSTRATION EXPLORATIONS
AEXP-070 FASHION ILLUSTRATION
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.

AEXP-071 FASH DESIGN PATTERN DRFTING I
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.

AEXP-072 FASHION DESIGN THEORY
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.

AEXP-073 SEWING I
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.

AEXP-074 SEWING II
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 and 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 POTENTIAL

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
AGRC-130

METAL SCULPTURE WORKSHOP
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-135
AGRC-136
AGRC-140
AGRC-143

AGRC 130
ILLUSTRATING CREATIVE WRITING
INTER.&ADV.ILL.METHODS & TECH.
CARS, TRAINS, PLANES, & GREAT SHP
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 ones' 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

cartoon and a children's book illustration. 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.

AGRC-228

MAYA: ADVANCED MODELING

AGRC-229

MAYA: ADVANCED RENDERING

AGRC-230

ILLUSTRATION AND GRAPHIC DESIG

AGRC-240

ADVANCED ILLUSTRATION

AGRC-240

NARRATIVE ILLUSTRATION

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.

AGRC-242

ILLUS&DESIGN: SOCIAL EXPRESSI

AGRC-245

PHOTOSHOP FOR ILLUSTRATORS

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.

AGRC-251

AIRBRUSH

AGRC-252

PINSTRIPING AND GRAPHICS

Learn how select and use brushes and paints for detail applications.

AGRC-252

AIRBRUSHING EXPLORATIONS

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.

AGRC-259

MACINTOSH COMPUTERS

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.

AGRC-260

INTRO TO COMPUTER AIDED DESIGN

AGRC-261

COMPUTER AIDED DESIGN - AUTOCA

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

tool.
 AGRC-269 DIGITAL IMAGING-PHOTOSHP,ADV.
 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.

AGRC-269 ADVANCED PHOTOSHOP TECHNIQUES
 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.

AGRC-270 MIXED MEDIA W/DIGITAL IMAGING
 AGRC-272 ADVANCED DIG IMAGING & DESKTOP
 AGRC-273 INTRO TO DESKTOP PUBLISHING
 AGRC-274 WEB MARKETING FOR ARTISTS
 AGRC-274 COMPUTERS IN SMALL BUSINESSES
 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, Mircrosoft 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.

AGRC-275 CATALOGUE & POSTERS
 AGRC-276 ADV.:MYSTIQUE & MANIPULATION
 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.

AGRC-280 SCIENCE FICTION & FANTASY ILL.
 AGRC-281 VIDEO GAME ILLUSTRATION
 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
AGRC-285
AGRC-290
AGRC-294

THE COMPUTER AS A DES TOOL I
THE COMPUTER AS A DES TOOL II
MAKING YOUR MARK
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
AGRC-295
AGRC-296

DIGITAL DRAWING:ADOBE ILLUSTR
DIGITAL IMAGE - ILLUSTRATOR
LAYOUT&DESGN:ADOBE INDESGN 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
AGRC-299

MOTION GRAPHICS:ADOBE AFTER EFFECTS
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

various formats.
and export methods and will learn how to lay down

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-360

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-361

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 assemble 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

- AGRC-364 knowledge of computers and Adobe Photoshop.
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 CNCPT 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-010 ALTERNATIVE JEWELRY TECHNIQUES
 AVIS-011 BASKETRY-APPALACHIAN RIB-STYLE TWO-DAY WORKSHOP
 AVIS-012 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 TECHNUES 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 SHIBOR/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

AVIS-139 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.

AVIS-140 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.

AVIS-140 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.

AVIS-141 CASTING WRKSHP (JEWELRY & METLS)
 AVIS-142 FORGING&FORMING METAL JEWELRY
 AVIS-142 FOUND OBJECT ART
 AVIS-143 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.

AVIS-144 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.

AVIS-145 OFF LOOM WEAVING
 AVIS-149 SCULPTURE:CARVING
 AVIS-150 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.

AVIS-150 FOUNDRY SCULPTURE STUDIO
 AVIS-151 FOUNDRY SEMINAR
 AVIS-152 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 PAINTNG, NON-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 & COMPOSTION 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. 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 & METALSMITH

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 35m 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 LANDSCAP
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 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 SNAPSHOTS
 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.

AVIS-394 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.

AVIS-395 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.

AVIS-396 STUDIO LIGHTING TECHNIQUES
 AVIS-397 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.

AVIS-398 PHOTO ANIMALS AND PEOPLE
 Learn creative composition and framing tech. to capture interesting details in unique ways.

AVIS-400 TEXTILE PATTERN DESIGN
 AVIS-490 NON-CREDIT INDEPENDENT STUDY
 AVIS-491 INDEPENDENT STUDY
 AVIS-590 PAINTING WORKSHOP
 AVIS-A 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.

AVIS-AVIS INACTIVE
 AYTH-001 DISCOVERING CREATIVITY (6-8)
 AYTH-002 INTERMEDIATE ART (GRADES 4-5)
 AYTH-003 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.

AYTH-004 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 cameral. 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

EXPRESSIVE 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

EXPRESSIVE 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 image and use special effects while learning the fund. of the program.

AYTH-101 DISCOVERING COMPUTER ART
 Budding computer users will have fun learning how 14 use Adobe Photoshop software to create an image that incorporates digital photos, collage, sound and animation. No previous computer experience 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. Dumpstertation, 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 and 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

WKSH-163 DIGITAL PORTFOLIO
 WKSH-165 DIGITAL PEN AND TABLET
 Students will learn to use the Wacom primarily as applied to Photoshop with general computer and applications navigation covered.

WKSH-170 SHIBORI TEXTILES
 WKSH-172 FELT MAKING
 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.

WKSH-174 INDIGO DYING
 In this intensive workshop participants will learn basic resist-dye techniques and create a series of striking blue and white patterned fabrics.

WKSH-177 PRINTING THE BOUND BOOK
 WKSH-180 PRESENTING YOUR ARTWORK
 WKSH-181 PHOTOGRAPHING INFANTS&CHILDREN
 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.

WKSH-182 PHOTOGRAPHING ARTWORK-3D
 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.

WKSH-190 KUMBOO JEWELRY
 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.

WKSH-191 RESIN INLAY
 Students will use clear and colored resins combine with organic or inorganic objects to create unique jewelry designs

WKSH-192 STONE SETTING
 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-193 GRANULATION

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