

# 2025 SUMMER YOUTH ARTS TECHNOLOGY PROGRAM

Center for the Digital Arts • 27 North Division Street Peekskill, NY 10566  
www.sunywcc.edu/peekskill • 914-606-7300 • peekskill@sunywcc.edu

The Youth Arts Technology program is a STEAM program focused on engaging youth in arts technology integration that will better prepare them for advanced study and work in the 21st century. STEAM (Science, Technology, Engineering, Art, and Mathematics) focuses on the hybridization of art and science and develops critical creative thinking. These courses are designed to encourage self-expression, collaboration, and innovation. Students will combine manual and digital skills to realize a take-away portfolio project.

## NEW! Advanced Coding for Kids

In Advanced Coding for Kids, your child will advance their programming skills by transitioning from Scratch to Python. This course deepens their understanding of general programming principles, enabling them to tackle more complex challenges and carve out their paths as budding developers. A vital curriculum component involves creating games with Python, enhancing their grasp of game development and programming concepts. Pre-requisite Coding for Kids.

**CE-COMP 2279PE, \$201.**

**IN-PERSON** July 7-17, 2:30-4:30 pm. #5728

**IN-PERSON** July 21-31, 9:30-11:30 am. #5729

## Painting & Drawing

Get your ideas out of your sketchbook! Students will enjoy painting and drawing in the studio class that is both interactive and social. In this class, students will learn from discussion, group critique, examples of art while honing art skills of observation, gesture, composition, value, color mixing, and brushstroke, etc. The teaching artist demonstrates painting and drawing techniques for portraiture, representing the human form, landscape, and abstraction.

**CE-ART 2016PE, \$201.**

**IN-PERSON** July 7-17, 2:30-4:30 pm. #5735

**IN-PERSON** July 21-31, 12:00 noon-2:00 pm. #5736

## Handmade Printmaking for Kids

This course offers an exploration of printmaking techniques, both traditional and contemporary. The following methods will be taught: Linoleum cutting (linocut prints), screen prints, history of the printing press, collagraph printing, and monotype printing. Students will create diverse printmaking projects using a printing press.

**CE-ART 2365PE, \$201.**

**IN-PERSON** July 21-31, 9:30-11:30 am. #5734

## Coding for Kids

Give your child the edge and have them engage in coding sequences of instructions that empower them to control robots and gaming interfaces. Students need to be able to write commands in the right sequence in order to communicate their instructions to others. Computer coding is what makes this possible and is a key 21st century competency for children today. Students will code stories, animations, and games and share them with others.

**CE-COMP 2127PE, \$201.**

**IN-PERSON** July 7-17, 9:30-11:30 am. #5739



## Digital Painting and Drawing

Learn how to utilize a stylus and tablet to create intricate texture maps for 3D objects, self-portraits, and compositing digital photography to create new

JULY 7 – 17

JULY 21 – 31

[www.sunywcc.edu/peekskillyouth](http://www.sunywcc.edu/peekskillyouth)

## CLASSES FOR CHILDREN AGES 7–10

cosmic vistas. Students will engage in a deep understanding of the technical challenges of painting and drawing utilizing Adobe Photoshop with the help of a master digital painter.

**CE-DGART 2064PE, \$201.**

**IN-PERSON** July 7-17, 12:00 noon-2:00 pm. #5740

**IN-PERSON** July 21-31, 2:30-4:30 pm. #5741

## 2D Animation

Students will imagine, develop, and design animated film shorts while practicing digital 2D animation. They will develop their own drawing to build characters and sets to support stories of their own creation. This class integrates traditional and digital media and skills. These stories will turn into digital illustrations and stop animations that will be translated into moving images in time-based software.

**CE-DGART 2066PE, \$201.**

**IN-PERSON** July 7-17, 9:30-11:30 am. #5744

**IN-PERSON** July 21-31, 12:00 noon-2:00 pm. #5745

## Robotics

Enable your student to make robots that move, make sounds, display lights, etc. Using the latest technology students will create their own mechanized robot of their own design. Students will learn the latest in electronics, coding, and 3D printing technology.

**CE-DGART 2074PE, \$201.**

**IN-PERSON** July 7-17, 12:00 noon-2:00 pm. #5730

**IN-PERSON** July 21-31, 2:30-4:30 pm. #5731

## TinkerCAD for Kids

TinkerCAD is a free, web-based software that allows students to create 3D forms. These forms may be extruded, replicated, and combined to create elaborate shapes and works of art. Students will build in TinkerCAD and then output their artworks in our Makerspace as 3D prints.

**CE-DGART 2112PE, \$201 (+ \$50 materials fee).**

**IN-PERSON** July 21-31, 9:30-11:30 am. #5748

SUMMER  
2025  
YOUTH  
Arts Technology  
Program  
for ages 7-17

Registration Opens Monday, March 17

## Registration Information

**SESSIONS RUN MONDAY THROUGH THURSDAY  
CLASSES DO NOT MEET ON FRIDAYS**

**Offering in-person & remote courses.**

Students may register for one or more classes for their age group. A half-hour break is offered at 11:30 am\* and 2:00 pm for students continuing to the afternoon sessions.

**All non-credit classes at extension sites, including youth programs, will be charged a one-time, non-refundable registration fee of \$5.00.**

Remote classes will be held live on Zoom. A remote orientation can be set up with one of the tech assistants to ensure students have the proper equipment to handle applications used during the program prior to registration.

Access to a Gmail account is required.

For more information on technology requirements, email [Myron.MockYen@sunywcc.edu](mailto:Myron.MockYen@sunywcc.edu)

For more information on registration, email [peekskill@sunywcc.edu](mailto:peekskill@sunywcc.edu)

 **SUNY WESTCHESTER  
CENTER FOR  
THE DIGITAL ARTS**

**STATE OF THE ART EQUIPMENT • NURTURING INSTRUCTION • OPPORTUNITY FOR FUN & CREATIVITY**  
**Affordable Digital and Studio Arts Classes for Teens and Children**

### NEW! Mixed Reality for Teens\*

Students will explore the endless possibilities of augmented and virtual reality and immersive computing. They will be exposed to the technical and experimental design foundation required for implementing immersive environments in current and future virtual, augmented, and mixed-reality platforms. Students will actively design their immersive worlds using the Unity 3D program.

**CE-DGART 2151PE, \$266.**

**IN-PERSON** July 7-17, 9:30 am-2:00 pm. #5763

**IN-PERSON** July 21-31, 9:30 am-2:00 pm. #5764

### Painting & Drawing

Get your ideas out of your sketchbook! Students will enjoy painting and drawing in the studio class that is both interactive and social. In this class, students will learn from discussion, group critique, examples of art while honing art skills of observation, gesture, composition, value, color mixing, and brushstroke, etc. The teaching artist demonstrates painting and drawing techniques for portraiture, representing the human form, landscape, and abstraction.

**CE-ART 2016PE, \$201.**

**IN-PERSON** July 7-17, 12:00 noon-2:00 pm. #5737

**IN-PERSON** July 21-31, 2:30-4:30 pm. #5738

### Handmade Printmaking for Teens

This course offers an exploration of printmaking techniques, both traditional and contemporary. The following methods will be taught: Linoleum cutting (linocut prints), screen prints, history of the printing press, collagraph printing, and monotype printing. Students will create diverse printmaking projects using a printing press.

**CE-ART 2366PE, \$201.**

**IN-PERSON** July 7-17, 9:30-11:30 am. #5749

### Game Design\*

You play games on Playstation, Nintendo Switch, and your mobile devices but did you ever wonder how to build an interactive game? The gaming industry is an exciting, burgeoning field that requires both technical ability and creativity. Students will work with a game



designer to construct board games, design characters, build terrains, and interactive user experiences.

**CE-DGART 2016PE, \$266.**

**IN-PERSON** July 7-17, 9:30 am-2:00 pm. #5750

**IN-PERSON** July 21-31, 9:30 am-2:00 pm. #5751

### 3D Animation\*

Students will learn the mechanics of Maya, an industry-grade 3D software environment, and produce a moving character of their own investigation. This studio offers 3D printing technologies. Students will be able to take home a QuickTime movie of their animation and a 3D print of their form.

**CE-DGART 2033PE, \$266.**

**REMOTE** July 7-17, 9:30 am-2:00 pm. #5752

**REMOTE** July 21-31, 9:30 am-2:00 pm. #5753

### Digital Painting and Drawing

Learn how to utilize a stylus and tablet to create intricate texture maps for 3D objects, self-portraits, and compositing digital photography to create new cosmic vistas. Students will engage in a deep understanding of the technical challenges of painting and drawing utilizing Adobe Photoshop with the help of a master digital painter.

**CE-DGART 2064PE, \$201.**

**IN-PERSON** July 7-17, 9:30-11:30 am. #5742

**IN-PERSON** July 21-31, 12:00 noon-2:00 pm. #5743

**JULY 7-17**  
**JULY 21-31**  
[www.sunywcc.edu/peekskillyouth](http://www.sunywcc.edu/peekskillyouth)

## CLASSES FOR TEENS AGES 11-17

### Filmmaking

Young filmmakers will create short composites of sampled images, stop-animations, sound, voice overs, and chroma-key footage that reflect today and envision tomorrow. Students composite layers of images, text, and sound in ways that make meaning to them. This will provide students with an opportunity to be a digital visual DJ and express themselves through multimedia. Students will utilize tools such as: Final Cut Pro, Garage Band, and chroma keying.

**CE-DGART 2065PE, \$201.**

**IN-PERSON** July 7-17, 2:30-4:30 pm. #5754

**IN-PERSON** July 21-31, 2:30-4:30 pm. #5755



### 2D Animation

Students will imagine, develop, and design animated film shorts while practicing digital 2D animation. They will develop their own drawing to build characters and sets to support stories of their own creation. This class integrates traditional and digital media and skills. These stories will turn into digital illustrations and stop animations that will be translated into moving images in time-based software.

**CE-DGART 2066PE, \$201.**

**IN-PERSON** July 7-17, 12:00 noon-2:00 pm. #5746

**IN-PERSON** July 21-31, 9:30-11:30 am. #5747



Registration Opens Monday, March 17

### Robotics

Enable your student to make robots that move, make sounds, display lights, etc. Using the latest technology students will create their own mechanized robot of their own design. Students will learn the latest in electronics, coding, and 3D printing technology.

**CE-DGART 2074PE, \$201.**

**IN-PERSON** July 7-17, 2:30-4:30 pm. #5732

**IN-PERSON** July 21-31, 12:00 noon-2:00 pm. #5733

### CAD for Teens

CAD, Computer Aided Design, is a professional software tool that enables architects, engineers, industrial designers, etc. to analyze, prototype, and optimize their designs. This is a great opportunity to give your student access to training on an industrial tool that enables them to make details engineering drawings and create 3D prints from them.

**CE-DGART 2113PE, \$201.**

**IN-PERSON** July 7-17, 2:30-4:30 pm. #5756

**IN-PERSON** July 21-31, 2:30-4:30 pm. #5757



# SUMMER 2025 YOUTH Arts Technology Program

## **NEW! Drone Building for Teens**

Unlock the thrill of flight in our engaging Drone Building course! Designed for teens, this hands-on program allows you to design, build, and fly your very own drones. You'll dive into both the hardware and software aspects of drone construction, learning essential skills along the way. With expert guidance from your instructor, you'll program your drones and learn how to operate them. No prior experience needed—just bring your enthusiasm and curiosity! *For ages 11-17.*

**IN-PERSON** CE-HOBBY 2018PE, \$201.

July 7-17, 12:00 noon-2:00 pm. #5830

July 21-31, 2:30-4:30 pm. #5831

**Sessions run Monday through Thursday.  
Classes do not meet on Fridays.**

Visit [www.sunywcc.edu/peekskillyouth](http://www.sunywcc.edu/peekskillyouth) for information on how to register and for additional course offerings, including courses for children ages 7-10.



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