

# SUMMER COURSES

## STUDY IN CALIFORNIA 2015

**DESIGN**

**ARCHITECTURE**

**DIGITAL ARTS**

# CALIFORNIA: WHERE DESIGN MEETS INNOVATION

Our two week Summer Courses give creative students the opportunity to learn from experienced professionals in the exciting design district of San Diego, California.

Great cities inspire great design. Together with Los Angeles and San Francisco, **San Diego, California** is at the forefront in game-changing creativity and technology. Our campus lies in the heart of the San Diego design district close to leading design studios, production sites and innovative global companies. Whether you are exploring the downtown skyscrapers, visiting San Diego's world-class museums, or soaking up the sun on the beach there is plenty to keep you inspired.

NewSchool of Architecture & Design is globally recognized for our forward-thinking professors, industry connections and inspiring campus community. Our students and faculty are consistently raising the bar, winning numerous competitions outside the classroom. Our Master of Architecture program was recently ranked **Top 30 in the World** by *Frame Magazine* and our Design and Digital Arts programs were developed in collaboration with two award-winning design schools: **Media Design School in Auckland New Zealand** and **Domus Academy in Milan, Italy**.

## AUDIENCE

**Minimum age of 16.** International and US Students who are 16 and 17 years old must stay with a local family in a Homestay. Students who are at least 18 years old can choose to be placed at a partner hostel within walking distance to campus.

## COST

TUITION ONLY		TUITION & HOUSING *	
One Session	\$1,490.00	One Session	\$2,090.00
Two Sessions	\$2,490.00	Two Sessions	\$3,690.00

Prices listed in US dollars.

\* Price includes: Airport Pick Up, Tuition and Housing (4 students per room with bunk beds and private bath at a local hostel).

For Homestay option please, inquire for price.

Non-Refundable Registration Deposit: \$250 (applied towards total cost)

10% discount if booked by March 31<sup>st</sup>, 2015.

# DESIGN YOUR SUMMER 2015

	SESSION 1 22 June - 2 July	SESSION 2 13 July - 24 July	SESSION 3 27 July - 7 August
<b>DESIGN</b>			
Interior Architecture & Design	★		
Product Design	★		
User Experience Design		★	
Strategic Design & Management			★
<b>ARCHITECTURE</b>			
Architecture: Mind/Body/Spirit	★		
Architectural Design		★	
Sustainable Urban Planning			★
<b>DIGITAL ARTS</b>			
Discover Movie Magic: The Power of Visual Effects	★		
Character Animation		★	
Game Design			★

SCHEDULE Monday-Friday, 9am-3pm

# DESIGN

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## **INTERIOR ARCHITECTURE & DESIGN (22 JUNE - 2 JULY)**

In this course, students learn about Interior Design culture: design language and style for home, commercial spaces, retail and hotels. Principles of Design Architecture such as layout, programming, space planning, lighting, furnishing, finishing are introduced. Sketching and hand drawing presentation techniques are explored.

## **PRODUCT DESIGN (22 JUNE - 2 JULY)**

Students learn to understand objects by shape, material, construction methods and production techniques. The students are able to recognize materials, transformation, production and assembling techniques of a selected number of products. Creative thinking, research and exploration techniques are investigated and practiced in a concept generation exercise.

## **USER EXPERIENCE DESIGN (13 JULY - 24 JULY)**

Students explore methods and techniques to observe, understand, describe and evaluate human behavior in a build environment and during the usage of physical and digital artifacts. The user experience is then described and transformed in visual diagrams to inform and inspire the design.

## **STRATEGIC DESIGN & MANAGEMENT (27 JULY - 7 AUGUST)**

Incorporate design thinking and service design into making a business idea a reality. Students are exposed to real-world perspectives on business, operations, sustainability, management, leadership, entrepreneurship, design innovation, and design research. The program provides hands-on experience in designing, managing, and improving design-intensive and creative firms – and helps students develop their capacity to inspire and lead creative teams.



# ARCHITECTURE

## **ARCHITECTURE: MIND/BODY/SPIRIT (22 JUNE - 2 JULY)**

A holistic approach to becoming a creative inspired and valued design professional. The course exposes students to the process of creating meaningful and expressive design works via analysis and application of visual imagery in the creation of two and three-dimensional compositions. The goal of the course is to unlock and help generate inquisitive and creative design languages and styles, as well as emotional and professional growth.

## **ARCHITECTURAL DESIGN (13 JULY - 24 JULY)**

Students gain an understanding of scale, form, and spatial relationships needed to interpret the built environment. Students address complex urban and architectural spatial problems through field observation, architectural drawing, and model making. Students divide their time between designing in the studio, learning to analyze and represent space, and gaining on-site experience during field trips to locations throughout San Diego.

## **SUSTAINABLE URBAN PLANNING (27 JULY - 7 AUGUST)**

Designing an urban public space in the city of San Diego provides a comprehensive introduction to the field of urban design. Students address complex site-based projects through field observation, drawing, model making and relating public spaces to the culture of the city. Students learn how to understand spatial relationships needed to interpret the urban environment. Students divide their time between designing in their studios and gaining on-site experience around San Diego, exploring and analyzing existing spaces.

# DIGITAL ARTS



## **DISCOVER MOVIE MAGIC: THE POWER OF VISUAL EFFECTS (22 JUNE - 2 JULY)**

This course is designed to give students with a passion for design a taste of the sheer power visual effects can unleash on film. Students will gain an understanding of areas such as photo realism, color grading, 2D tracking, compositing, digital environment, special effects and green screen shooting as well as the theory behind this dynamic design specialty.

## **CHARACTER ANIMATION (13 JULY - 24 JULY)**

The aim of the course is to develop a solid understanding of the principles of animation and industry techniques that can bring creativity to life. Students will get hands-on experience using animation programs under expert guidance as they create an animated short, from concept to finished work. The program will give students a real taste for the processes and skills involved in this dynamic design specialty.

## **GAME DESIGN (27 JULY - 7 AUGUST)**

This course provides a broad overview of game design and interactive systems. Students learn how games are planned and produced, how components are constructed, and how games are tested. Through game playing, readings, lectures, and structured exercises, students explore the history, landscape, and production of both digital and analog games. This class emphasizes project-based learning, as students work independently and in teams to produce unique games.

# APPLICATION & ADMISSIONS

## APPLY ONLINE

[www.NewSchoolArch.edu/Summer](http://www.NewSchoolArch.edu/Summer)

## APPLICATION DEADLINES

**Session 1 (22 June – 2 July):** all applications must be received by **5 June, 2015**

**Session 2 (13 July – 24 July):** all applications must be received by **26 June, 2015**

**Session 3 (27 July – 7 August):** all applications must be received by **10 July, 2015**

## ADMISSIONS REQUIREMENTS

- All classes are held in **English**, so you will be required to have a fluent understanding of the English language.
- All courses are open to all levels of experience. NewSchool will not take any responsibility for the students' choice of a course level that is not suitable to their background and skills.

## CONTACT INFORMATION

**Email:** [Summer@NewSchoolArch.edu](mailto:Summer@NewSchoolArch.edu)

**Telephone within USA:** 800.490.7081

**Telephone International:** +1.619.684.8888



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