



FALL 2020 & SPRING 2021

Online writing, performing
and visual art classes
for high school students

PRE-COLLEGE

SATURDAY
SCHOOL

ONLINE

FACE THE FUTURE

CREATIVELY

CREATIVES

UArts Saturday School offers immersive, college-level courses online for cultivating your creativity.

Work with creative professionals and UArts faculty who'll deliver knowledge and skill development you can apply in the real world.

FALL 2020

OCT. 17 – DEC. 12*
EIGHT SATURDAYS, 10 A.M.–1 P.M. EST

Acting Studio: Audition Prep
Animation
Character Design
Creative Writing: Fiction
Desktop Remix Cinema
Digital Music Production
Drawing the Everyday
Graphic Design
Illustration
Illustration: Anatomy of a Picture Book
Illustration: Sketchbooks
Photography
Portfolio Preparation
Screenwriting

SPRING 2021

FEB. 6 – MARCH 27
EIGHT SATURDAYS, 10 A.M.–1 P.M. EST

Acting Studio: Audition Prep
Animation
Creative Writing: Writing Funny
Documentary Film: Micro Docs
Drawing the Everyday
Game Design
Graphic Design
Illustration: Comics and Graphic Novels
Illustration: World Building
Intro to the Music Industry
Photography
Portfolio Preparation
Products for a Better World
Visual Storytelling
Writing a TV Pilot

legend

- offered in fall
- offered in spring
- offered in fall and spring

*No class Saturday, Nov. 28, due to the Thanksgiving holiday



Acting Studio: Audition Prep

To be a successful actor, you must learn how to navigate the audition. Gain critical feedback that will guide you through the entire audition preparation process—from selecting a script and doing a character breakdown, to rehearsing and preparing a digital audition for when you aren't live in the room with the casting team.

offered in fall and spring

Animation

Learn the basics of motion studies from a professional animator, and see your original animated projects come to life. You'll storyboard, film, edit and execute short animations using both stop-motion and digital techniques.

offered in fall and spring

Character Design

Looking to create the perfect protagonist—or adversary—for the story you want to tell? Work from your imagination to develop original characters and create works suitable for various applications—animation, comic books, cartoons, graphic novels or illustration.

offered in fall

Creative Writing: Fiction

Conjuring up a plot is one thing; executing it effectively is another. Learn the elements and subtleties that transform thoughts and observations into enduring writing. Through a series of exercises in form, content, building characters and developing settings, you'll learn how to make the stories you imagine come alive.

offered in fall

Creative Writing: Writing Funny

This multi-genre class investigates what makes funny ... funny. You will create original stories, poems and essays that explore absurdism; dark humor; magical realism; parody; satire; and other forms of the fantastical, surreal and comedic.

offered in spring

Desktop Remix Cinema

Make short, personal films from the comfort of your desktop using contemporary and experimental approaches. With the instruction of a professional filmmaker, you'll work with techniques developed by artists that utilize found footage and the "remix" concept to create your own boundary-pushing new work.

offered in fall

Digital Music Production

Explore basic digital audio theory, as well as fundamental application and strategy, using Ableton Live. This class includes tutorials in arranging and mixing concepts, with a special focus on electronic music techniques and digital synthesis. (Ableton Software will be provided to students.)

offered in fall

Documentary Film: Micro Docs

In this class, students will learn the art of creating cutting-edge micro docs. Film is one of the primary ways we experience stories in contemporary culture, and these mini-documentaries have become some of the most powerful and popular media available. Learn the history and tools of documentary filmmaking, including directing and editing, to create your own short, observational documentary.

offered in spring

Drawing the Everyday

Drawing is the most basic art and design tool, and it's a fundamental component of all disciplines. Become a better observer by learning to find meaningful subject matter, whether you are drawing everyday objects and the view outside your window or accessing memories and incorporating found sources. With outside encouragement and feedback from a professional artist, you'll grasp essential techniques such as composition, light, value and perspective as you work through drawings made in graphite, pen and colored pencil.

offered in fall and spring

Game Design

Delve into the complex and intricate world of digital games. You'll explore the principles that inform how games work, what makes them fun, and how they can help us understand our world and social interactions. Learn to construct logical narratives and rules in a hypothetical space, and utilize interface design, programming tools and aesthetics to bring your original game concept to life.

offered in spring

Graphic Design

Design rules our visual world: Advertising; digital design; and print media like books, posters and publications use graphic design to communicate messages. Focus on the principles of design and the possibilities of visual communication, type design, layout, image treatment and sequence. You will create an effective final design using visual problem-solving techniques, mixed media and Adobe Creative Suite.

offered in fall and spring

Illustration

Gain an understanding of both hand-drawn and digital processes of picture-making that blend story, concept and design in comics, children's books, advertising, editorial and other applications. You'll encounter subject matter sourced from various fields and be prompted to respond with imaginative illustrations that articulate insight and draw an emotional response.

offered in fall

Illustration: Anatomy of a Picture Book

Learn about what goes into the making of children's and picture books by dissecting the stages of book development from manuscript and dummy design to the finished art process. Delve into concepts like analyzing your text, characters, the world, motivations, secondary characters, visuals and more. Learn about pacing your story, using color and props in a scene, different media, and lettering to enhance the environment and mood of a page. Projects will center around creating characters and scenes for singular panels and larger stories. Demonstrations will focus on a variety of traditional media and introduce you to some digital image-making tools.

offered in fall

Illustration: Comics and Graphic Novels

Think graphic novels are just about illustrations? Think again. In this course, you'll strengthen each skill needed to create a great graphic novel or comic, from conceptual brainstorming to character and narrative development to page layouts, image making and editing. Read and examine contemporary graphic novels and comics, and gain insight into what it takes to produce that kind of work. Drawing experience and a strong interest in storytelling are helpful for this class.

offered in spring

Illustration: Sketchbooks

Learn to use your sketchbook as a visual journal for observation and invention. You'll experiment with markers, paint, paint pens, ink and cut paper. Virtual field trips encourage you to work from life and your imagination.

offered in fall

Visit uarts.edu/saturdayschool to learn more about classes and register.

Illustration: World Building

Learn to develop believable worlds and refined stylizations that can be applied to a variety of narrative projects like comics, children's books, animation and live-action works. Focus not only on the characters that would inhabit these worlds, but also the design of environments, props and other world-building visuals that make up a fictional world and make it more believable. This course will help you dissect and focus on each element, including the writing that goes into developing and creating a fictional world.

offered in spring

Intro to the Music Industry

Whether your goal is the spotlight, the sound board or the boardroom, move past media portrayal and myth with this comprehensive look at the music industry. Explore the industry's revenue models, careers and many moving parts, as well as the roles of entrepreneurship, marketing, copyright and law. Emerge from this class with a stronger grasp on industry careers and operations, and an informed understanding of what really happens behind the music.

offered in spring



Photography

Discover new ways to make evocative photographs from your everyday environment. Work with a professional photographer as you dig into composition; color; and experimental, cameraless techniques to create dynamic images. You'll make better use of your camera, learn the fundamentals of photography and explore its outer limits.

offered in fall and spring

Portfolio Preparation

Create and critically evaluate your visual arts college application portfolio in this dynamic and useful course. Learn strategies for presentation, what colleges look for, and important tips for photographing and editing your work for inclusion in a digital portfolio. Experiment with a variety of media, and learn to utilize the resources around you to develop work suitable for inclusion in your portfolio. At the end of the course, you'll review your portfolio with a UArts admission counselor to assess its strengths and areas for improvement.

offered in fall and spring

Products for a Better World

Do you often think about how to make the world a better place? In this course, we'll analyze some of today's most pressing issues and use design to propose improvements and solutions. Working with a professional product designer, you'll learn about how designers develop products, how to communicate your ideas through drawings and models, and what to consider when it's time to manufacture. Periodically, interesting guests and product designers will join us for demos and discussions.

offered in spring

Screenwriting

An engaging screenplay is essential for a compelling movie. Explore industry terminology, character development, scene building, story structure and the importance of conflict. Through screenings, class discussions and exercises, learn how to create a story for the screen, write a detailed outline and draft a short screenplay.

offered in fall

Visual Storytelling

Learn how to use images and visual elements to communicate ideas and tell stories more effectively. Create stories and concept drawings that showcase your visual voice for use in a portfolio or a future project. This class is perfect for students interested in animation, film, game design, graphic design, illustration, photography, writing or any form of visual storytelling.

offered in spring

Writing a TV Pilot

This class will prepare young writers for every phase of TV storytelling, from concept, to characters, to pitching, crafting an outline, learning writing treatments and executing a pilot script. Classes are complemented by viewing and dissecting a TV series to analyze and understand characters, pacing and the creation of gripping stories.

offered in spring



Visit uarts.edu/saturdayschool
to learn more about classes
and register.



Schedule

All courses are held online on Saturdays with a combination of synchronous and asynchronous sessions. Detailed schedules for each course will be outlined in the course syllabus. All students are required to participate fully in their course, with no options for partial days.

FALL

Oct. 17 – Dec. 12

10 a.m. – 1 p.m. EST

* No class Saturday, Nov. 28, due to the Thanksgiving holiday

SPRING

Feb. 6 – March 27

10 a.m. – 1 p.m. EST

Other opportunities for high school students

The Pre-College Summer Institute at UArts offers credit-bearing programs in **Art, Media and Design; Creative Writing; Dance; Music; Music Industry; Screenwriting;** and **Theater** for creative high schoolers. Students gain college-level training while working with UArts' expert visual, writing and performing arts faculty.

Saturday School students receive a 10% returning student tuition discount. To find out more and request a brochure, visit uarts.edu/summerinstitute.



Visit uarts.edu/saturdayschool to learn more about classes and register.

Technology Requirements & Course Formats

Online programs work toward similar learning objectives and use the same faculty and curricula as our traditional in-person classes. Programs are taught using Canvas, an online learning management system, and include live video meetings via Zoom. Class sessions include discussions, demos, weekly assignments and time to work independently. Instructors check in and provide feedback to students regularly throughout each class session.

Technical requirements for participating in an online course

- + Access to a laptop or desktop computer with a web browser (We recommend a computer that is less than four years old and has at least 16 GB of RAM.)
- + A built-in camera or USB plug-in webcam, speakers or headphones and a microphone (Built-in laptop webcams already include a microphone.)
- + Reliable internet access (high-speed Wi-Fi or ethernet)
- + Ability to install software as needed; during the program, students will have access to any needed specialty software (if applicable).

A computer and a reliable internet connection are required to access Canvas and Zoom live video meetings. (Students will be emailed links to join Canvas and Zoom.) The features of these platforms will be reviewed during the first day of class. It is the student's responsibility to check that their computer is capable of supporting these various platforms and tools.

REGISTRATION

Register online at uarts.edu/saturdayschool. Registration requires payment in full. Registration is accepted on a first-come, first-served basis.

TUITION AND FEES

\$315 per semester
The cost of each Saturday School class is \$315. (\$300 tuition and a \$15 nonrefundable program fee). The cost of Saturday School for the year is \$630 (one class in the fall and one in the spring).

PAYMENT

All payments are due at the time of registration. Payments may be made by American Express, MasterCard or VISA. If you are paying by check, contact our office at precollege@uarts.edu for next steps.

Discounts must be calculated and reflected in your payment. No refunds will be issued to correct overpayment for discounts that are not requested at the time of registration.

TUITION DISCOUNTS AND SCHOLARSHIPS

Students are eligible to receive only one discount; discounts cannot be combined. Discounts are nontransferable and are applied only to the tuition cost. Contact our office at precollege@uarts.edu to receive a tuition discount code that can be applied at checkout. Discounts must be reflected in the payment calculation at the time of registration; no refunds will be issued retroactively to correct overpayment.

SCHOLARSHIPS

A limited number of full- and partial-tuition scholarships are awarded to students each semester, based on demonstrated creative potential and financial need. Scholarships require additional application materials. Details about scholarship opportunities and applications can be found online at uarts.edu/saturdayschool.

SCHOLARSHIP DEADLINES

Fall 2020: **Friday, Oct. 9, 2020**
Spring 2021: **Friday, Jan. 29, 2021**

DISCOUNTS

- + **Children of UArts alumni** are eligible for a 10% discount on tuition. Email the following details: your school, major and graduation year.
- + **Returning student discount:** If a student has participated in a prior pre-college program at UArts, they are eligible for a 10% discount on tuition. Email the term attended and course taken.

INFORMATION AND POLICIES

Visit uarts.edu/saturdayschool/policies for information about refund policies, course cancellations, changing courses, supplies and all other UArts policies. This brochure is not a contractual document. University of the Arts reserves the right to change any curricular offering, policy or financial regulation described in this brochure. University of the Arts gives equal consideration to all applicants for admission and scholarship, and conducts all educational programs, activities and employment practices without regard to race, color, sex, religion, national or ethnic origin, or disability.

PARENTAL CONSENT

By way of program registration confirmation, you are providing consent for your child to participate in the selected program. University of the Arts is granted the right to the use of or to reproduce, exhibit, display, broadcast and distribute photographic, videotaped or other images of your child and/or their artwork, as well as University-related works derived from said images, for use in connection with the activities of the University for promoting, publicizing, or explaining the University or its activities. This grant includes, without limitations, the right to publish such images as public relations/promotional materials, such as marketing and admissions publications, advertisements, fundraising materials, and any other University-related publications. Each student is responsible for observing all regulations in the brochures and website of University of the Arts that may affect academic progress, financial obligations and relationships with University authorities, as well as knowing regulations regarding withdrawals, refunds, deadlines, program changes and academic policy.

CONTACT US

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Call: 215-717-6430

Mail

University of the Arts
Pre-College Programs
320 S. Broad St.
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SATURDAY
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ONLINE

FALL 2020 & SPRING 2021

Innovative online programs for high school students designed to prepare young actors, writers, artists, designers and entrepreneurs to navigate their art form

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