Fall 2016
Digital Arts Workshops

Digital Arts and Technology Alliance

DATA

Digital Arts Workshops

St. Louis Community College
Continuing Education

3221 McKelvey Road, Suite 250
Bridgeton, MO 63044
314-984-7777

stlcc.edu/ce

Desktop Publishing

Adobe Photoshop Creative Cloud: The First Step
This workshop introduces practical methods for working with the software. Carefully crafted tutorials provide an overview and reinforce the student's understanding of Photoshop tools, including Layers, Making Selections, Masking, Basic Color, the Type tool, Extraction Filter, Image Resolution, and the conversion from RGB to Grayscale. Image repairs with the Healing Patch and Clone Stamp will be explored. The ability to create unique fictional images without a camera or scanner will be introduced. Lots of discussion and guided demonstrations by a Photoshop expert will encourage class participation in an atmosphere of mutual support.
CVTW:701 | $139
600   F 8:30am-4:30pm   **Zak Zych**
Aug. 26   *MC - HE,, 233*

Adobe Photoshop Creative Cloud: The Next Step
This workshop presents essential techniques for graphic designers, photographers and digital artists who are already regular users of Photoshop. This level of instruction will demonstrate precise selections using the pen tool and compositing two images together based on displacement maps. You will explore the brush engine, typography, filters, channels, advanced masking and the new vanishing point tool. Be prepared for an intensive hands-on learning experience that will assist you in expanding creativity.
CVTW:701 | $139
601   F 8:30am-4:30pm   **Zak Zych**
Sept. 16   *MC - HE, 233*

Introduction to Adobe Photoshop Lightroom 5
This workshop introduces the basics of Lightroom 5. A powerful and comprehensive set of digital photography tools that enable you to organize and bring out the best in your images, achieving amazing image quality. Lightroom 5 is designed as an end-to-end photographic workflow process for both amateur and professional photographers.
CVTW:701 | $139
682   Sa 8:30am-4:30pm   **Charles LaGarce**
Nov. 5   *MC - HE, 232*

Adobe InDesign Creative Cloud: The First Step
Enhance your graphic design skills and productivity with InDesign. Learn how to import illustrations and photos and set type correctly for flyers, brochures, and other basic applications. Learn how to convert Quark documents into Adobe InDesign documents. Learn key commands and other great tips for making easy work of your layouts.
CVTW:702 | $139
680   F 8:30am-4:30pm   **David Haley**
Sept. 23   *MC - HE, 233*

Adobe InDesign Creative Cloud: The Next Step
Don't know the best way to set up your brochure or multi-page document? Learn how to optimize your page set up for better productivity. Modern typesetting techniques, including examples from the top magazines, show you how to make your document look great. Introduction to style sheets allows you to keep your work looking consistent and professional..
CVTW:702 | $139
682   F 8:30am-4:30pm   **David Haley**
Oct. 7   *MC - HE,, 233*

Adobe Illustrator Creative Cloud: The First Step
Is Illustrator still a mystery to you? Enter the world of vector graphics with this introductory workshop. Demystify anchor points, paths, and Bezier curves. You'll transform shapes into graphic images. Explore the tool box and basic commands to boost your vector confidence. Learn to use gradients, gradient mesh, compound paths, blends, envelopes, live paint, type tools, and more to achieve professional results. Save template and palette libraries to speed your workflow.
CVTW:702 | $139
681   Sa 8:30am-4:30pm   **John Schmitt**
Oct. 1   *MC - HE, 233*

Adobe Illustrator Creative Cloud: The Next Step
You know the tools; now put them to use to create resolution-free vector illustrations. Think like an illustrator to work through trouble spots. Learn to combine live trace, transparency, envelopes and amazing 3D effects with mapping to draw complex images. Demystify the appearance palette, and use layers to create simple Flash animations.
CVTW:702 | $139
683   Sa 8:30am-4:30pm   **John Schmitt**
Oct. 8   *MC - HE, 233*

3D Printing Workshop for Beginners
Have you ever wished that you had the power to design and then produce an object out of thin air? Now you can. Learn how to design and print objects using software such as TinkerCad, SketchUp, Adobe Illustrator and Photoshop. Explore how 3D digital design can reveal new ideas for creating and provide fresh inspiration with design. This workshop consists of two parts: an introduction to 3D design and a demonstration of a desktop 3D printer. Class is designed for beginners and no code writing.
CVTW:713 | $139
600   F 8:30am-4:30pm   **John Schmitt**
Nov. 18   *MC - HE, 232*

Video

AfterEffects - the First Step
Gain understanding and skill in utilizing AfterEffects to create motion graphics. We focus on learning the interface in AfterEffects, putting graphics in motion and rendering finished movie and animation projects. Participants will also explore a workflow between Photoshop and AfterEffects. Be prepared for an intensive hands-on learning experience.
CVTW:704 | $139
600   F 8:30am-4:30pm   **Timothy Linder**
Sept. 30   *MC - HE, 233*

AfterEffects: The Next Step
Now that you know the basics of adding assets and key framing motion in AfterEffects, investigate more advanced techniques. Get a deeper understanding of options in the effects panel and other topics including background keying, motion tracking and the 3D workspace. Be prepared for an intensive, hands-on learning experience.
CVTW:704 | $139
601   F 8:30am-4:30pm   **Timothy Linder**
Oct. 14   *MC - HE, 233*

Maya
Learn the concepts and basic tools for creating imagery in 3D using Autodesk's Maya. Starting with a road-map to the main interface, students will be shown how to construct shapes and geometry using polygons. Once built, they will learn how to "texture" these polygons so that they appear to have surface detail, followed by how to use the lighting tools to illuminate the objects they've created. We will discuss the basics of animation, making our objects and camera move through time. Finally, we will learn "rendering" or the final output of our work to a finished, playable animation file which each student will have created.
CVTW:704 | $139
602   F 8:30am-4:30pm   **Joseph Rollins**
Nov. 11   *MC - HE, 232*

Final Cut Pro X: Video Editing: The First Step
Learn how to share your projects in one click to your Apple devices, the web, Blu-ray Disc, and DVD. Collaborate in real time from anywhere in the world with support for iChat Theater. Change clip speeds with ease using redesigned speed tools. Enjoy dozens of additional enhancements, including native support for AVC-Intra, streamlined alpha transition creation, improved markers, large timecode window, and more.
CVTW:706 | $139
680   Sa 8:30am-4:30pm   **Anthony Carosella**
Oct. 8   *MC - HE, 232*

Final Cut Pro X: Video Editing: The Next Step

Learn how to share your projects in one click to your Apple devices, the web, Blu-ray Disc, and DVD. Collaborate in real time from anywhere in the world with support for iChat Theater. Change clip speeds with ease using redesigned speed tools. Enjoy dozens of additional enhancements, including native support for AVC-Intra, streamlined alpha transition creation, improved markers, large timecode window, and more.

CVTW:706 | $139

681	Sa 8:30am-4:30pm	**Anthony Carosella**
	Oct. 22	*MC - HE, 232*

Avid Media Composer 6 Video Editing

This workshop will cover the basics of Avid Media Composer. Avid is a powerful SD and HD professional video editor for Mac or Windows. Media Composer is Avid's top video editing program, and it offers integrated DVD authoring, surround sound audio processing, and thousands of powerful, real-time effects. Media Composer's integrated toolset provides all of the components needed to create the highest quality productions and finish to tape, DVD or web streams.

CVTW:706 | $139

682	Sa 8:30am-4:30pm	**Anthony Carosella**
	Nov. 12	*MC - HE, 233*

Drones for Video and Photography

Send your video and photography to new heights by learning about photography with drones. Learn the basic principle of how drones work, the legal regulations that apply, advantages of using drones and the equipment needed to make stunning images with this new technology. Enjoy the demonstrations and see the results first hand!

CVTW:710 | $139

680	Sa 8:30am-4:30pm	**Anthony Carosella**
	Sept. 24	*MC - HE, 233*

GoPro HD Hero Camera for Professionals and Adventurers

Professional photographers and videographers will learn how to use the full range of features offered on the GoPro HD Hero Camera. Focus will be given on learning how to use it as a still camera, a timelapse camera, and as an HD video camera capable of filming in difficult conditions. Students will also learn how to edit photos and videos using GoPro's software. Action photographers will learn how to attach the GoPro camera to helmets, bikes, surfboards, ski binding and cars. Be prepared for an intense learning experience.

CVTW:710 | $139

600	F 8:30am-4:30pm	**Anthony Carosella**
	Nov. 4	*MC - HE, 233*

3D Printing Workshop for Beginners

Have you ever wished that you had the power to design and then produce an object out of thin air? Now you can. Learn how to design and print objects using software such as TinkerCad, SketchUp, Adobe Illustrator and Photoshop. Explore how 3D digital design can reveal new ideas for creating and provide fresh inspiration with design. This workshop consists of two parts: an introduction to 3D design and a demonstration of a desktop 3D printer. Class is designed for beginners and no code writing.

CVTW:713 | $139

600	F 8:30am-4:30pm	**John Schmitt**
	Nov. 18	*MC - HE, 232*

Social Media Marketing

This social media workshop will cover the concepts and application of social media marketing and will equip you with skills needed to plan and implement a successful social media marketing strategy. Topics will include the use of email marketing, using social media tools such as Twitter, and blogging, and how to use Facebook to create a fan page and increase traffic to your business page.

CVTW:713 | $139

601	F 8:30am-4:30pm	**Anthony Carosella**
	Dec. 2	*MC - HE, 233*

Adobe Muse: Web Design for the Graphic Designer

Adobe MUSE: the web design tool for the Graphic Designer. Whether you know html or not this tool gets your web site design up and running in no time, with widgets and tools that let you design responsive sites across multiple devices.

CVTW:702 | $139

600	F 8:30am-4:30pm	**David Haley**
	Oct. 28	*MC - HE, 233*

Dreamweaver: Quick Start

In this workshop students will learn how to setup and use the Dreamweaver site manager. We will use the automated templates to create cascading style sheet (CSS) based layouts and then use those layouts to build a basic web template including copy, image links, and basic design for all of the other pages of your website. This course also covers basic design principles for the creation of a professionally engaging website.

CVTW:750 | $139

681	Sa 8:30am-4:30pm	**Benjamin Shasserre**
	Oct. 29	*MC - HE, 233*

The Digital Arts and Technology Alliance (DATA) at STLCC-Meramec supports cutting-edge digital technology courses and workshops through an interdisciplinary partnership of career and digital media programs that offer:

- **AAS degrees**
- **Certificates of Specialization**

- **Digital Media**
- **Animation**
- **Digital Photography**
- **Interactive Design**

- **Page Layout/Graphic Design**
- **Video Art**

Continuing education workshops as well as customized workshops, are designed to meet the needs of professionals.

This Alliance meets world class/global standards of excellence through the skills of faculty and staff who are expert in the use of the most advanced digital equipment and programs available.

Registration is Easy!

Mail
Complete the registration form (below) and mail with check (*payable to **St. Louis Community College***) to:
STLCC Continuing Education, 3221 McKelvey Road, Suite 250, Bridgeton, MO 63044
Students who register by mail should assume they are registered unless otherwise notified. A registration confirmation is mailed to students who register by mail; however, the confirmation may not be received prior to the beginning of the class. If you have enrollment questions, please call Continuing Education: 314-984-7777.

In Person at STLCC Continuing Education Offices M-F 8:30 am - 4 pm

Meramec	Florissant Valley	Forest Park
802 Couch Avenue	At the Center for Workforce Innovation	Forest Park, G Tower-320-322
St. Louis, MO 63122	3344 Pershall Rd., Ferguson, MO 63135	5600 Oakland Ave., St. Louis, MO 63110

You may want to first call the Continuing Education office at 314-984-7777, to check that openings exist.

By Phone
Call to complete your registration by charging fees to MasterCard, Visa, American Express or Discover.

Telephone: 314-984-7777   NEW-Call Center Hours: M-Th 8:30 am - 5 pm; Fridays 8:30 am-4 pm

Before calling to register, have this information ready:
1. Course Title / Course Code (letter prefix with number) / Section Number
2. Student Contact Info (name / address / phone number /email)
3. Student Number or UIN
4. Credit Card Number with Expiration Date

Online: www.stlcc.edu
Visit our website and click on the "**Continuing Education**" link — where you can view current class offerings and to register for classes.

Enrollment in classes within this brochure, except for youth section classes, is limited to persons 16 years or older, unless otherwise noted.
Registration Deadline – All non-credit courses are limited in enrollment. Advanced registration is required prior to first class meeting. Someclasses have additional registration deadline requirements, please check course descriptions.
Automatic Bank Payment (ACH) – All checks will be converted to an electronic Automated Clearing House (ACH) transaction whether the payment was made in person or mailed.

Mail-In **Registration form** *Please print in ink.*

Please register me for the following courses:

Mail to: 3221 McKelvey Road
Bridgeton, MO 63044
Attn: Continuing Education

Course Code	Section	Course Title	Day/Time	Fees
			Total	

☐ Male ☐ Female

Senior Citizen?
☐ Yes ☐ No
Please check material fees prior to sending payment in.

Check Payment:
Please make checks payable to St. Louis Community College, and mail with form (addess above).

Credit Card Payment:
Charge fees to:
☐ MasterCard
☐ VISA
☐ Discover
☐ American Express

Email Address: _____

Student#: _____ Birthdate: _____

Name: _____
LAST   FIRST   MIDDLE INITIAL

Address: _____
STREET OR POST OFFICE BOX

_____
CITY   STATE   ZIP CODE

Telephone/Home: _____ Work: _____

_____ Expiration Date:_____
CARD NUMBER

Signature: _____