



SPRING STUDIO SCHEDULE – ORLANDO – 03/21 to 05/23/2020

10:00 AM TO 12 NOON

- Saturday – Foundational Drawing
- Saturday – Anime/Manga
- Saturday – 2D Animation Basics
- Saturday – Watercolors
- Saturday – Game Design Fundamentals

12 NOON TO 2 PM

- Saturday – Drawing People, Places and Things
- Saturday – Introduction to Storyboarding
- Saturday – 2D Character Animation
- Saturday – Character Design (Traditional)
- Saturday – Video Editing & Special Effects

2 PM TO 4 PM

- Saturday – Sketching
- Saturday – Comics and Cartooning
- Saturday – Character Design with Photoshop
- Saturday – 3D Character Modeling
- Saturday – 3D Animation Basics

4 PM TO 6 PM

- Saturday – Figure Drawing
- Saturday – Digital Painting in Photoshop
- Saturday – Digital Illustration
- Saturday – 3D Character Animation
- Saturday – 3D Gaming

“Developing Young Minds Through the Art of Animation®”