



STUDIO SCHEDULE – ORLANDO – 01/11 to 03/14/2020

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®”