



2020 FALL VIRTUAL COURSE SCHEDULE

SEPTEMBER 12th to NOVEMBER 21st 2020

10 WEEKS – DRAWING – ANIMATION - GAMING

DRAWING VIRTUAL COURSES AVAILABLE

**Anime/Manga - Character Design – Comics /Cartooning - Foundational Drawing
Drawing People, Places and Things – Storyboarding – Sketching -
Traditional Animation**

ANIMATION VIRTUAL COURSES AVAILABLE

***Character Design in Photoshop - *Digital Painting**

***Traditional or Digital Comic Books**

***Digital Storyboarding for Animation - *Digital Illustration -**

***2D Character Animation - *3D Fundamentals – Video Editing & Special Effects**

GAMING VIRTUAL COURSES AVAILABLE

***2D Game Design with Scratch - *3D Game Design with Unity**

PORTFOLIO REVIEW

In this course our instructor will review the given portfolio requirements of your school and assist, instruct, and educate you on building your portfolio for submittal and review. This ten (week) course is comprehensive and designed to go at your own pace. For Digital Arts, it will be required for you to obtain your own copy of the Adobe Creative Cloud License



“Developing Young Minds Through The Art of Animation”

www.eliteanimationacademy.com

ENROLL ONLINE – <http://eliteanimationacademy.com/online-enrollment/>

- 1.) COURSE – Drawing, Digital, or Gaming Courses PRIVATE
\$1200 plus \$50 enrollment fee, enrolling one (1) student with instructor.**
- 2.) DAY – Monday, Tuesday, Wednesday, Thursday, Friday or Saturday’s**
- 3.) TIME – (Courses are instructed in two- hour increments)**

MONDAY thru FRIDAY - 4 PM to 6 PM / 6 PM to 8 PM

SATURDAY’S – 10AM – 12N / 12N to 2 PM / 2 PM to 4 PM / 6 PM to 8PM

The student is scheduled for 10 weeks once per week. Management reserves the right to modify this schedule at any time and cancel classes for unseen circumstances.

ONLY ENROLL IF YOU CAN KEEP THE SCHEDULED COURSE AND TIME NO MAKE UP CLASSES, CHANGES, OR REFUNDS FOR VIRTUAL COURSES - Once per week for 10 weeks, student chooses day / time to fit their schedule *Requires additional software from Adobe Creative Suite or Autodesk Maya.

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