courses and registration

PARSONS THE NEW SCHOOL FOR DESIGN

be a part of parsons

Students of all ages and from around the world join the Parsons community every summer to take part in renowned programs in New York and abroad. They explore art and design, build skills in their fields or prepare to work in new ones, and earn college credit. They leave with new skills and confidence to create expressive work that matters—and with a new community of like-minded peers.

course listings and registration information

In this booklet are course descriptions and details for classes available to students of Parsons' summer programs, organized by program: Parsons' Summer Intensive Studies programs, Summer Studies in Constructed Environments, Pre-College Academy, graduate programs for arts educators, students of decorative arts and design as well as those interested in teaching art and design at the college level.

Registration forms are in the center of this booklet. You can also register online at ***www.newschool.edu/parsons-summer.***

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summer intensive studies new york

Students select one level-appropriate course. Upon successful completion of these four-week courses, students earn four college credits.

2D animation

college/adult Session II (July 1–26)
PNNY 0301 Section B

pre-college (July 1–26)
PNNY 0201 Section C

Animators bring graphic stories and characters to life in games, on television, and in films. This course begins with the foundations of animation, teaching students to use traditional hand-drawn techniques and computer animation skills using Adobe Flash to bring projects to completion. Throughout this course, students learn about animation history, storytelling, character design and development, storyboarding, basic sound design, and special effects. A variety of techniques are explored in order to find what best suits students' talents and interests.

architectural design

college/adult Session I (May 28–June 21)
PNNY 0317 Section A

pre-college (July 1–26)
PNNY 0217 Section C

A studio project for a public building on a site in New York City provides a comprehensive introduction to the field of architecture. Students address complex urban and architectural spatial problems through field observation, architectural drawing, and model making. They build technical skills and develop the understanding of scale, form, and spatial relationships needed to interpret the built environment. Students divide their time between designing in the studio, developing skills in the representation and analysis of space, and gaining on-site experience in New York City through field trips to architecturally significant sites.

design and management

college/adult Session I (May 28–June 21)
PNNY 0260 Section A

college/adult session II (July 1–26)
PNNY 0260 Section B

pre-college (July 1–26)
PNNY 0160 Section C

Students who wish to pursue careers in creative industries work with faculty to develop concepts that combine design innovation and business know-how. Group projects that require research, prototyping, experimentation, self-reflection, collaboration, decision-making, and best practices enable students to develop problem-solving skills and strategies that relate to a broad range of creative enterprises. Innovative New York entrepreneurs and design experts detail the interrelation of design and management. The course does not focus on fashion marketing or merchandising. Instead, students address design thinking and business strategies that apply to a broad range of design enterprises.

design portfolio

pre-college (July 1–26)
PNNY 0170 Section C

Explore the connections between fashion, graphic, and product design through innovative approaches to concept development and studio practice in this portfolio-building course. Students are introduced to the fundamentals of drawing and are guided to research and prototype ideas by experimenting with sketching and illustration techniques, using digital tools like Adobe Creative Suite and digital photography, and working with 3D materials. Projects are completed on campus and within a diverse array of New York City cultural institutions and neighborhoods. A weekly lecture series gives students' work a real-world context and features prominent designers and recent graduates who share their stories, professional strategies, and creative inspirations.

drawing and painting

college/adult Session I (May 28–June 21)
PNNY 0202 Section A

college/adult Session II (July 1–26)
PNNY 0202 Section B

pre-college (July 1–26)
PNNY 0102 Section C

In this course, students express their personal vision through the traditional skills of drawing and painting and explore the formal and thematic issues that provide a framework for developing ideas and creative strategies. Three broad themes are explored: Objects, Identity and Place. Students learn to approach drawing and painting as a multistage process of researching, experimenting, brainstorming, and sketching in preparation for making images. Coursework involves visual and written research as well as collecting and assembling images and objects to generate ideas. Museum visits and field trips provide historical background as well as inspiration and research for drawing and painting projects. Critiques and discussion are integral to the class by helping students develop the analytic and evaluative skills needed to study drawing and painting.

environmental studies: new york city ecosystems

pre-college (July 1–26)
PNNY 0120 Section C

Students learn about a New York City ecosystem through extensive fieldwork. The course identifies the interrelated elements of one local aquatic or terrestrial ecological system and how urban architecture connects with the natural systems that exist all around it. Students collect and analyze environmental data and propose design interventions that would make the ecosystem they study more sustainable.

fashion design

college/adult Session I (May 28–June 21)
PNNY 0212 Section A

college/adult Session II (July 1–26)
PNNY 0212 Section B

pre-college (July 1–26)
PNNY 0108 Section C

This course offers students interested in exploring a range of fashion concepts an immersive experience. It is designed to expose students to modes of thinking and making that contribute to an understanding of the fashion design process. The curriculum covers conceptual thinking, drawing, and observation skills; methods of design research and development processes; and the process of translating 2D design ideas into 3D designs, including the use of digital processes. Discussions of fashion history and visits by guest speakers and field trips to exhibitions supplement the studio experience.

fine arts: visual narratives

pre-college (July 1–26)
PNNY 0103 Section C

From cave painting to comics and anime, visual storytelling is one of the world's most enduring and popular art forms. In this class, students investigate linear and nonlinear narratives; the role of time, space, and composition; archetypal images and characters; and the history of tales. Integrating contemporary human experience with character, plot, conflict, and the dramatic arc, students invent their own visual mythology. They create narratives in a variety of media, including drawing, painting, collage, animation, and video recordings. Coursework is supplemented by lectures, screenings, and discussions.

game design

pre-college (July 1–26)
PNNY 0140 Section C

This course provides a broad overview of game design and interactive systems. Students learn how games are planned and produced, how game components are constructed, and how games are tested. Through game playing, readings, lectures, and structured exercises, students explore the history, landscape, and production of both digital and analog games. This class emphasizes project-based learning, as students work independently and in teams to produce unique games.

graphic design I

college/adult Session I (May 28–June 21)
PNNY 0209 Section A

college/adult Session II (July 1–26)
PNNY 0209 Section B

pre-college (July 1–26)
PNNY 0111 Section C

Graphic design is the visual language of everyday life, present in everything from magazine ads to film titles to the packaging of products. Students develop an understanding of the concepts and techniques of great design and the fundamentals of typography as they create pieces for their portfolios. New York City is a resource for site-specific projects and some work is team-based. Basic training is provided in Adobe InDesign, Adobe Photoshop, and Adobe Illustrator. Students take two classes a day, one in a traditional studio, and one in the digital lab.

graphic design II

college/adult Session II (July 1–26)
PNNY 0309 Section B

Students build on their previous graphic design experience through immersive explorations of specialty tracks of communication design including but not limited to printing, letterpress, book arts, interactive media, branding, and Web development. Prerequisite: Graphic Design or the equivalent and experience with Adobe Creative Suite.

illustration

college/adult Session I (May 28–June 21)
PNNY 0250 Section A

college/adult Session II (July 1–26)
PNNY 0250 Section B

pre-college (July 1–26)
PNNY 0150 Section C

Illustration is the art of using images to communicate ideas. Illustrators express opinions in political cartoons and editorial illustrations. They create fantasies in comics, graphic novels, and children's books. They create financial reports, provide travel information in maps and signage, and present data in graphics. Illustration is also the backbone of animation, skateboard art, toys, and many Web designs and products. Students formulate ideas, develop their rendering skills, and use problem-solving to convey their vision. Students are introduced to compelling work by contemporary illustrators and develop basic skills in preparation for careers or further study.

integrated design: learning from fieldwork

pre-college and college/adult Session II (July 1–26)
PNNY 0214 Section B

Students use basic principles of design and representation in combination with on-site investigations of a New York City neighborhood undergoing rapid changes in demographics and economic and urban development. Working in groups, students examine the interplay of ecology, economy, and community and create maps to record and represent their observations. There will be one class field trip and several group trips to the site. After identifying a topic to explore, students evaluate their audience, local resources, and identify opportunities for intervention. They then design products, create systems, or plan events to enhance residents' quality of life.

interior design

college/adult Session I (May 28–June 21)
PNNY 0208 Section A

college/adult Session II (July 1–26)
PNNY 0208 Section B

pre-college (July 1–26)
PNNY 0130 Section C

A studio project for a public interior in a New York City building provides a comprehensive introduction to the field of interior design. Students address complex interior spatial problems through field observation, measuring, drawing, and model making, relating the interior to the culture of the city. They build technical skills and develop the understanding of scale, form, and spatial relationships needed to interpret the interior environment. Students divide their time between designing in the studio, developing skills in the representation and analysis of space, and gaining on-site experience in New York City through field trips to significant interiors relevant to their design investigation. (Note: This is not an interior decoration course. Although decorative components are considered, the primary focus is on the design process and the analysis and proposition of interior spatial environments. Students primarily interested in studying interior decoration should review Continuing Education course offerings.)

photography: analog and digital

college/adult Session I (May 28–June 21)
PNNY 0206 Section A

college/adult Session II (July 1–26)
PNNY 0206 Section B

pre-college (July 1–26)
PNNY 0106 Section C

New York's urban landscapes and street scenes offer inspiration as students develop their skills in fine art and documentary photography. Beginners master basic skills in analog and digital photography, while experienced students learn to convey concepts and explore themes in their work. The class is devoted to on-site shoots, lab work, critiques, and lectures. All work is done in black and white. Students must have a 35mm camera with manual settings and a digital camera.

photography: digital and video

college/adult Session I (May 28–June 21)
PNNY 0205 Section A

pre-college (July 1–26)
PNNY 0105 Section C

New York City provides the visual inspiration for students exploring digital video and photography. Students learn to structure and narrate themes on video and in photographs as they collaborate to create short digital films. Professionals visit the class to discuss their craft and share work. This course is recommended for students with some photography experience. Beginners should take Photography: Analog and Digital (see listing above).

product design

college/adult Session I (May 28–June 21)
PNNY 0210 Section A

college/adult Session II (July 1–26)
PNNY 0210 Section B

pre-college (July 1–26)
PNNY 0110 Section C

Students research utilitarian products, examine their uses, study the marketplace, and explore the three-dimensional design process. Working in groups as well as individually, students study the human body and its proportions, draw on research and technical drawings, and tap into their imaginations to create models, present each stage of their design process, and construct functioning design objects.

sound and vision

college/adult Session II (July 1–26)
PNNY 0213 Section B

pre-college (July 1–26)
PNNY 0180 Section C

Explore time-based media in this intensive studio production course. Projects may range from traditional storyboarding and digital video production to multitrack sound mixing and experimental animations. This course focuses on the conceptual development of creative projects, an awareness of the ideas and techniques of the medium, and critical analysis during class discussions and critiques. Much of the course is spent out of the classroom in activities such as field recording, visiting museums, and documenting the urban landscape of New York City. Technical video and audio production skills are emphasized: editing using Final Cut Pro, manipulating photos with Adobe Photoshop, and Web editing and social networking. Students are expected to archive their work on a personal website for final presentation.

textile lab

college/adult Session I (May 28–June 21)
PNNY 0230 Section A

Textile Lab is a technique-focused design course that explores the relationship between textile production and local farming economies. Students create design proposals for projects that rely on regional production and manufacturing and involve natural dyeing and textile construction methods. Community-based systems of exchange and production are considered for design implementation, such as handcrafting, textile recycling, and local fiber, flower, and vegetable farming. Students in this course investigate the socioeconomic role of the community marketplace and its history, culture, and relationship to global manufacturing and commerce. Textile productionis examined within this context as a worldwide cultural phenomenon having common traditions that are integral to human experience. The course explores the origin and environmental impact of textiles and production methods and focuses on handcrafting techniques such as natural dyeing, textile structure (knit, felt, woven), printing with natural dyes, and sewn surface design. Handcrafting methods are incorporated into design proposals, products, and systems that benefit the local community.

registration instructions

Registration begins November 27, 2012. Class registration requests are filled in the order in which they are received. Space in classes is limited, so students are encouraged to register early.

Students who attempt to register for a course that has reached enrollment capacity will be notified and given the opportunity to add their name to an online waitlist.

Please read the Withdrawal and Refund policies on page 12 before registering. Parsons reserves the right to cancel courses. If a course is canceled, you will be notified and asked if you wish to transfer to a different course or receive a full refund of tuition and housing fees.

Registration can be completed online, by mail, or in person. Matriculated New School and Parsons degree candidates must register through their advisors.

register online

www.newschool.edu/parsons-summer

register by mail or in person

Complete the registration form and mail or bring with full payment for tuition and fees to:

Registrar's Office
The New School
79 Fifth Avenue, fifth floor
New York, NY 10003

Make check or money order payable to The New School. Checks must be drawn on a U.S. bank with routing number and payment in U.S. dollars. International money orders in U.S. dollars are acceptable. Please do not send cash. You may also authorize The New School to charge your Visa, MasterCard, Discover, or American Express credit card.

registration confirmation

Upon receipt of registration and payment, a registration confirmation will be mailed. Additional program information regarding supply lists, housing, and meal services will arrive periodically prior to the program start date.

housing registration

Students in Summer Intensive Studies New York, Summer Studies in Constructed Environments, and Summer Intensive Studies Paris should register for housing online by visiting ***www.newschool.edu/studentservices/housing/summer-housing.***

Contact the Student Housing Office with questions:
212.229.5459
summerhousing@newschool.edu

registration instructions

parsons summer programs 2013

You can register online at www.newschool.edu/parsons-summer.

NODG

Last Name	First Name	Gender M ☐ F ☐	Student ID/Registration Use Only N
Date of Birth	Country of Citizenship		
Permanent Home Address		City/State/Zip	Country
Home Telephone	Work Telephone	Fax	

Email (Parsons SPACE will communicate via email. Please provide a primary email account that is active and checked regularly.)

Please complete the appropriate row below for your program:

Program	Course Number *Select one course and section number. Example: PNNY 0102 Section A*	Course Title *Select one course title*	Level *Select appropriate level*	Enclosed Tuition and Fees *Select amount*
☐ Summer Intensive Studies New York			☐ Pre-College ☐ College/Adult	☐ $3,252 ☐ $3,252
☐ Summer Intensive Studies Paris			☐ Pre-College ☐ College/Adult	☐ $4,139 ☐ $4,139
☐ Parsons Pre-College Academy			☐ Grades 3–5 ☐ Grades 6–12 ☐ Grs. 9–12 Cert.	☐ $547[1] or ☐ $1,087[2] ☐ $1,087 ☐ $1,160
☐ Summer Studies in Constructed Environments	PNNY 0300 Section A	Summer Studies in Constructed Environments		☐ $4,262
☐ Graduate Decorative Arts Seminar	PGDE 5450 Section A	Seventeenth and Eighteenth Century France: Chateaux, Historic Gardens, and Food Culture		☐ $5,165 per course
Registration Use Only	Registered $	Date	Init.	
	Personal data entered	Date	Init.	
Bursar Use Only	T#	Date	Init.	

[1]Half-day class [2]Two half-day classes

Payment Note: **Many credit and debit cards have limits on how much can be charged. Your bank may deny approval for a credit card payment if the card is issued by a non-U.S. bank. To ensure a smooth registration process, please check with your bank before submitting your credit card information. Also make sure the expiration date of the card is more than two months after the date you submit payment.**

☐ Check enclosed ☐ Charge to MasterCard, Visa, Discover, or American Express

Card No. (Please print clearly and verify that the numbers are correct.) **Exp. Date**

Cardholder Name (Please print.)

Signature

Housing (SIS and SSCE only): Will you submit an online application for university housing? ***www.newschool.edu/summer-housing***	☐ Yes ☐ No
Citizenship: Are you a citizen or permanent resident of the United States?	☐ Yes ☐ No

Mail Registration Form with payment to: Registrar's Office, The New School, 79 Fifth Ave., 5th floor, New York, NY 10003.

Please read the withdrawal and refund policy on page 12.

withdrawal and refund policy

All withdrawals must be made in writing. If a course is cancelled because of low enrollment, a full refund of tuition and housing fees will be issued.

Send course withdrawal requests to:

Parsons SPACE
66 Fifth Avenue, room 200
New York, NY 10011
email summer@newschool.edu

Send housing withdrawals to:

Office of Student Housing
The New School
79 Fifth Avenue, fifth floor
New York, NY 10003
email summerhousing@newschool.edu

Refund processing takes approximately four weeks. Refunds are prorated based on the following schedules and are calculated from the date and time the written notice is received in the Parsons SPACE office and the Office of Student Housing.

Summer Intensive Studies New York Session I
Decorative Arts Graduate Seminar

–Before April 1: full refund of tuition; refund of housing fees minus $250

–Before May 1: refund of tuition minus 20 percent; refund of housing fees minus $250

–After May 1: no tuition or housing refunds.

Summer Intensive Studies New York Session II
Summer Studies in Constructed Environments
Summer Intensive Studies Paris

–Before May 1: full refund of tuition; refund of housing fees minus $250

–Before June 1: refund of tuition minus 20 percent; refund of housing fees minus $250

–After June 1: no tuition or housing refunds.

Pre-College Academy

–Before June 1: full refund of tuition

–Before July 1: refund of tuition minus 20 percent

–After July 1: no tuition refund.

summer studies in constructed enviroments

summer studies in constructed environments

college/adult (June 24–July 26)
PNNY 0300 Section A

College and post-college students explore their interest in architecture and interior design and prepare for advanced study in these fields.

Students create rigorously developed design schemes for complex sites in New York City. They hone their skills of measuring, drawing, model making, and working with digital representation and spatial design to prepare a graduate-caliber portfolio project to apply to the MArch, MFA Interior Design, MFA Lighting Design, or other MFA programs at Parsons or other competitive graduate schools.

Students work in teams with the faculty. Using New York City as the context for understanding how built environments relate to nature and culture, faculty organize walking tours and visits to institutions like the Architecture Center, Museum of Modern Art, PS1, Storefront for Art and Architecture, galleries, and design firms. Demonstrations are given in various digital and analog tools, including techniques of daylighting, to be used in the studio project.

(Note: In addition to registering for this course, students must simultaneously submit a résumé and a 500-word letter describing their interest and intent. Design samples are not required. Submit by email to summer@newschool.edu.)

summer intensive studies paris

Students select one level-appropriate course.
Upon successful completion of these three-week courses, students earn three college credits.

explorations in drawing

pre-college (July 8–26)
PNPA 1800 Section C

This course introduces students to the practice of drawing and its use in the design process and as a fundamental practice integral to media arts of all kinds. Traditional and nontraditional methods, media, and theories of drawing are explored. Students approach drawing as a way of thinking, a critical tool, and a means for observation, storytelling, and representation. This course is recommended for students who are building an art and design portfolio for college admission and for those interested in strengthening their drawing skills.

fashion culture

pre-college and college/adult (July 8–26)
PNPA 2050 Section B

In Fashion Culture, students explore their own creative and aesthetic vision through the lens of past and present-day Paris. Readings and group discussions focus on sociocultural views of dress and the body that have evolved throughout the 20th century. Historical narrative is reinforced by visits to museums, costume archives, and lectures by guests from the Paris design community. On completing this course, students have a deeper understanding of the dynamic relationship between dress, body, and form.

fashion design process

pre-college (July 8–26)
PNPA 2002 Section C

How can the Parisian backdrop inspire your design process? In this course, students are introduced to 2D and 3D techniques that they can apply to the process of creating their own unique fashion collection. Students explore the basics of branding and merchandising to identify and develop work for targeted markets and consumers. Individual and collaborative projects allow them to explore fashion concepts, fabrication methods, and the distinct resources that make Paris a vital center of the fashion industry. Each student's final collection can be integrated into a portfolio for college admission. This course emphasizes general design processes and visual skills; it does not include exercises in garment construction.

graphic design: type and image

pre-college (July 8–26)
PNPA 1070 Section C

This intensive course introduces students to the fundamentals of communication design: the history, form, and use of typography and the materials and methods used in graphic design industries. Through a variety of projects, students explore the relationship between ideas, language, form and investigate communication design's processes, from conceptualization to execution. Students will complete the course with portfolio projects that demonstrate compositional skills employing text and image.

introduction to design and management

college/adult (July 8–26)
PNPA 1100 Section A

Students learn to approach management as a strategic process that combines design innovation and business acumen. Collaborative projects develop problem-solving skills and design strategies through the application of research methods, prototyping, and quantitative analysis. Emphasis is given to a European perspective and how entrepreneurs, business innovators, and designers operate at the intersection of design and management. Students engage in design thinking and business strategy to apply these insights to a broad range of enterprises and real-world business contexts.

paris trend spotting

college/adult (July 8–26)
PNPA 1182 Section A

What is the latest fashion news in Paris? Like fashion, all forms of cultural expression—art, music, and film, for example—are shaped by the current social, cultural, and political climate. Fashion designers must be able to track the zeitgeist in order to add their own commentary about contemporary style. Students in this course examine fundamental concepts of fashion trends by analyzing commercial goods in the marketplace and evaluating marketing strategies. Through observation, analysis, and applied design thinking, students identify and develop a trend concept. They can focus on high fashion, collections, or contemporary consumer lifestyle trends.

photography: storytelling

pre-college and college/adult (July 8–26)
PNPA 1525 Section B

Can a picture tell a story? What is the relationship of photography to cinema? This intensive course gives students an opportunity to create narrative-based photographs that are influenced by a variety of cinematic styles developed throughout the 20th-century. Students combine visual concepts with technical skills to create a final body of work that is stylistically informed by the cinematic languages and narrative strategies examined in the course.

visual narrative: comics

pre-college and college/adult (July 8–26)
PNPA 2540 Section B

This course guides students through the process of understanding comic strips and rethinking their structure and operational mechanisms. Studio exercises challenge students to discover the visual world within their own writing, find literary inspiration through drawing, and develop a voice for their word-and-image creations. The curriculum covers the European precursors of the American comic strip and the work of contemporary alternative comic strip artists, focusing on placing the student's work within a larger literary and artistic context. The course includes field trips to exhibitions in Paris and guest lectures by French cartoonists.

pre-college academy

Students select one grade-level-appropriate course. Drawing is either integrated into the course-work or is given as a separate studio component.

All classes run August 5–16, 2013.

big beat: brazilian drumming

grades 3–5
(1:00 p.m.–4:00 p.m.)
PCAC 0050 Section A

In this high-energy course offered by The New School for Jazz and Contemporary Music, you explore the rhythms, songs, and dance of Brazil. Learn to play the alfaia (bass drum), caixa (snare drum), abê (shaker), and gonguê (bell) and sing traditional Brazilian songs. The class focuses on the parallels between 400-year-old Maracatu rhythms and New Orleans grooves that helped shape jazz, funk, and R&B. At the semester's end, students perform with musicians from Nation Beat, an international recording group. Instruments are provided. (Students in grades 3–5 who would like to take a morning class may register for Cartooning or Foundation Studio.)

cartooning

grades 3–5
(9:00 a.m.–12:00 p.m.)
PCAC 0015 Section A

Develop basic skills for rendering characters and narrative sketches. Learn to use marks to change facial expressions or create a sense of motion in your drawings. Create storyboards that lay the ground-work for animation design. (Students in grades 3–5 who wish to take an afternoon class must enroll in Big Beat: Brazilian Drumming.)

foundation studio

grades 3–5
(9:00 a.m.–12:00 p.m.)
PCAC 0012 Section A

Learn about observational drawing and the design process by working on two- and three-dimensional projects in which you examine and interpret everyday objects and places in new ways. Professionals visit your class, and you take field trips for research, inspiration, and discovery. (Students in grades 3–5 who wish to take an afternoon class must enroll in Big Beat: Brazilian Drumming.)

3D design and drawing studio

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0109 Section A

Explore the interdisciplinary nature of the design process using professional techniques. Learn about architecture and product design and build three-dimensional prototypes. Like most professionals, students work independently and in teams to find creative solutions to three-dimensional design problems. Students attend a daily drawing class.

2D animation

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0103 Section A

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0645 Section A

In this class, a professional animator works with you to develop your drawing, character design, and visual storytelling skills. Learn traditional drawing and animation techniques and how to apply them to digital formats using Adobe Flash. Students learn how to incorporate basic special effects and sound into their animations. Instruction about animation history and careers in animation are integral to the course.

architecture

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0625 Section A

Learn the fundamentals of three-dimensional and architectural design. Develop professional skills in field research, schematic drawing, and model making as you complete studio projects that involve conceptual and concrete architectural problems. Heighten your awareness of scale, form, and spatial relationships, essential for interpreting the built environment. Trips to design firms and architecturally significant buildings help you understand what it means to be an architect. Drawing is incorporated into the projects of this daylong studio.

design and wear

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0112 Section A

With street fashion as inspiration, students design and make garments and accessories by deconstructing t-shirts and altering found items. Explore design through inventive exercises and repurpose everyday items and materials for your projects.

digital video & photography

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0105 Section A

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0605 Section A

New York City provides the visual inspiration for students as they explore themes and develop narratives using still photography and collaborate with classmates to create short films. Students view current exhibits and are visited by professionals working in the field.

experimental typography

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0710 Section A

In this course, students investigate how typography in the urban landscape influences the course of political and social institutions and how our experiences with typography in everyday life elevate those encounters to a meaningful art form. Students are encouraged to first explore and then experiment with different media in both traditional and nontraditional methods, placing emphasis on the role of type in the urban environment.

fashion accessory design

grades 9–12
(July 30–August 10, 9:00 a.m.–4:00 p.m.)
PCAC 0630 Section A

Work with a professional to design and develop a collection of handbags, belts, wallets, and shoes through sketching. Also design and make a handbag. Field trips and guest speakers enhance your understanding of the fashion and accessory world. Develop portfolio pieces in a daily drawing class.

fashion design I

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0107 Section A

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0607 Section A

A professional designer helps you visualize and render fashion ideas from research and concept development to the creation of final illustrations. Class discussions focus on the fashion industry, enabling you to recognize the qualities of well-designed garments. Field trips and visits by industry professionals inform you about processes, trends, and careers in fashion.

fashion design II

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0655 Section A

Explore fashion's role in society and the positive impact that fashion designers are able to make in the world. In addition to developing their skills in fashion drawing and garment construction, students hear guest speakers and take field trips to learn how design can be socially and environmentally responsible.

fine arts portfolio

grade 12 only
(9:00 a.m.–4:00 p.m.)
PCAC 0660 Section A

This course is designed for students interested in enhancing their college admission portfolio. Through skill-building exercises, experimentation, and research-based projects, students cultivate their personal vision. Formal and thematic approaches to drawing and painting are investigated through three broad themes: Objects, Identity, and Place. Digital workshops inform students about the best practices for documenting and presenting finished projects. Prerequisite: art and design experience.

game design

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0120 Section A

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0620 Section A

Creativity is key as you plan, produce, and test digital and analog games. Students in this course conduct game experiments that explore game design and interactive systems while they learn about the processes used to create their favorite games. The develop skills in teamwork and systems thinking that are relevant to all types of creative projects.

graphic design

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0604 Section A

Graphic design is everywhere around you—on subway posters, websites, T-shirts, and candy wrappers. It is the medium in which words and images merge to communicate potentially powerful messages. This hands-on course will be held in a traditional studio, where students will focus on learning creative problem-solving techniques and the basics of form and expressive typography.

illustration

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0615 Section A

Illustrators are visual thinkers who create comics, computer and film animation, video games, children's books, graphics for skateboards, images for magazines and newspapers, and many other kinds of visuals. This course introduces students to the kinds of projects contemporary illustrators work on and helps them develop their skills and style.

interior design

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0609 Section A

Work with a professional designer to develop a complete interior design project from initial concept to final presentation. Students develop skills in free-hand sketching, manual drafting, collage, and model building to represent and test spatial and material ideas. An investigation of habitation and aesthetics in this daylong, intensive studio course enables students to determine an interior's function and appropriate finishes. Coursework focuses on spatial design applications and concepts, not on interior decorating.

painting and drawing

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0635 Section A

grades 6–8
(9:00 a.m.–4:00 p.m.)
PCAC 0110 Section A

Strengthen your technical and visual problem-solving skills using drawing and painting. Structured projects enable you to investigate form, color, and composition. Research, field trips, and visits from working artists heighten your understanding of how contemporary and historical painters solve problems. Drawing is incorporated into this daylong course.

printmaking

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0650 Section A

Students explore printmaking media in this introductory course that includes drypoint, etching, and monotype. This course encourages them to develop their own personal vision while offering instruction in conventional techniques and introducing new ways of working.

product design

grades 9–12
(9:00 a.m.–4:00 p.m.)
PCAC 0610 Section A

Investigate the interdisciplinary nature of design and explore the product design process. Like most professionals, students work independently and in groups to develop solutions to three-dimensional design problems. A daily drawing studio enables students to use drawing as part of the design research process.

art and design education

web 2.0 teaching tools

graduate (June 3–August 2 online)
PCSP 5000 Section A

This course provides a theoretical foundation for creative professionals who teach—or would like to teach—art and design at the university level. The course examines the historical, cultural, and theoretical underpinnings of an innovative pedagogy that emphasizes learning in contexts facilitated by digital and social media. The contexts might be conventional online shells, social networking sites and experiences, modalities like podcasts and streaming video, and currently fashionable phenomena such as ChatRoulette. Students learn to use a variety of software tools and digital modes so that they will be prepared to use them effectively to deliver art and design education to college students. Each student completes a final project consisting of a project brief or lesson plan along with the design of accompanying digital and social media components. Note: Registration will open online on April 12, 2013.

decorative arts seminar in france

seventeenth and eighteenth century france: châteaux, historic gardens, and food culture

graduate (June 17–28)
PGDE 5450 Section A

Susan Taylor Leduc, assistant professor, design history and design studies, School of Art and Design History and Theory at Parsons The New School for Design

This course offers an introduction to the history of châteaux in 17th- and 18th-century France, beginning with a survey of the château as an architectural type. Most of the class meeting time is devoted to on-site visits to Ecouen, Chantilly, Vaux le Vicomte, and Versailles. Visits offer students the opportunity to explore decorative interiors from the Renaissance to the Rococo period. Special attention is paid to specific examples of furniture and textiles, enabling students to develop their visual skills and appreciation of craftsmanship. The course's second theme connects the history of the chateaux and garden to the history of gastronomy. Students research 17th-century fêtes and the presentation of food through an examination of contemporary porcelain and silverware. One site visit is dedicated to the reconstruction and sampling of a historic meal.

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