

# REGISTRATION

**Telecommunity** takes place in College Hall 336 on the **Duquesne University campus** on Saturdays during the school year as well as two weeks in July for the Summer Sessions. While the program itself is free, it is strongly suggested that students bring the following materials:

1. A registration form signed by a parent, available online.
2. A USB flash drive to save your work.
3. Headphones (for digital music).
4. A snack to munch on during break.
5. Boundless energy and enthusiasm!

For registration info, contact us at [connect@telecommunity.org](mailto:connect@telecommunity.org).

## SCHEDULE (2012-2013)

**Saturdays 12 noon - 5 pm**  
**2012**

September 15 & 29  
October 6 & 20  
November 3 & 10  
December 1 & 15

**2013**

Jan 12 & 26  
Feb 9 & 23  
March 16 & 23  
April 6 & 13

**Summer 2012 1 - 5 pm**

Monday, July 9 - Friday, July 13  
Monday, July 16 - Friday, July 20



## SUMMER STUDIO & GALLERY 2012

**TeleCommunity Gallery 2012**

Computer Art prints, animations, games, and other displays of digital artwork collected from TeleCommunity's **Saturday** and **Sunday Studios** as well as from the **Summer Studio**, are on show for family & friends, and for the Duquesne community. Our members take on the role of Gallery docents and enjoy explaining their computer artwork to visitors. Our updated website will also be on show. TeleCommunity students, design personifications of energy sources and the elements, illustrate processes, methods and applications of clean energy, and produce posters to graphically convey ideas to the public.

**Monday - Friday 1pm - 5pm**

**July 9 - July 13**  
**July 16 - July 20**

**Gallery - CH 105**  
**12:30pm - 4pm**  
**July 18 - July 20 (Wed - Fri)**

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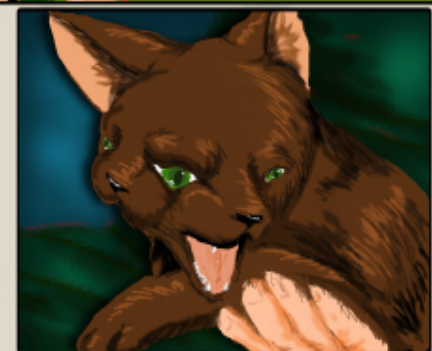
# I STRANGE TIMES I

Japan Answers Tsunami Threat With Mini Noah's Ark



A small Japanese company developed a modern, miniature version of Noah's Ark in case Japan is hit by another massive earthquake and tsunami: a floating capsule that looks like a huge tennis ball.

Japan's Cosmo Power says its



# TELECOMMUNITY STUDIO

**AT DUQUESNE UNIVERSITY**

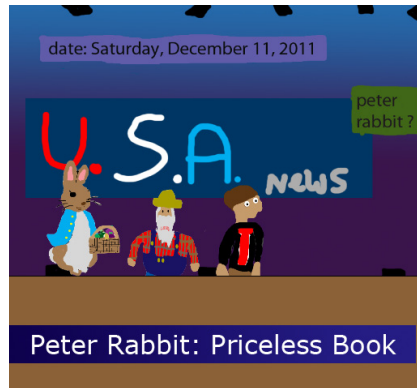
**DIGITAL ART  
BY YOUNG PEOPLE**

**[WWW.TELECOMMUNITY.ORG](http://WWW.TELECOMMUNITY.ORG)**

**Robert Dunn, Telecommunity Director**  
[connect@telecommunity.org](mailto:connect@telecommunity.org)

**TeleCommunity Studio** at Duquesne is a group of young people (10-18) and volunteer teachers who work together to explore multimedia, computer graphics art, animation and telecommunications. We meet on Saturdays throughout the year at a multimedia lab in College Hall on the Duquesne University campus. We are affiliated with McAnulty College of Liberal Arts. Our program serves area youth and provides opportunities for students at Duquesne to work with young people in an exciting Computer Graphics, Animation, Multimedia and Telecommunications Arts setting. Within a creative conceptual environment, young people develop and collaborate on in-depth projects and share their work over the internet with students in other cities and countries. Capable young students have access to high quality University resources, such as professional software and hardware, they work

in a nurturing setting that encourages them to follow their imaginations, and they refine their computer, graphics and conceptualization skills. The group provides a window for the University through which to view the needs and emerging abilities of young people; and gives important feedback for planning future TeleCommunity curricula and teaching strategies.



## Our current theme is: **NewsToons**

Through animation, young artists will recreate and interpret news events taken from the headlines. 2D animated versions of actual news stories will be enhanced by means of exaggerated effects, opinionated viewpoints, distorted representations and caricatures, substituted story characters, and through techniques influenced by political cartoons, anime, and story-boards.



## TeleCommunity Summer Studio

Our two week **Summer Studio** is designed to give school students an opportunity to produce computer graphics, to prepare art work for display, and to participate in the installation and gallery process. These early professional experiences promote responsibility and team building, as well as problem solving and creative expression. Individuals will balance their time between Studio and Gallery activities.

## Current Projects for Telecommunity

Projects for Telecommunity Studio include developing interactive adventures and games; creating original music; music compositions and sound effects on a midi keyboard; digital painting with intuos tablet and pen; learning to model and render with 3D computer graphics; experimenting with digital video movies; participating in installing an art exhibition on campus; exploring the basics of digital printing.

### Mixed Media – Fine lines

Many computer artists start with an old-fashioned pen and paper. But what does it take to prepare a drawing to go digital? Learn what the professionals do, from planning a drawing, making the right kind of lines, and what mistakes to avoid. We'll even let you try some nifty new tools.

### Knytt Stories

Ever wonder how video games are made? With the Knytt Stories game developer, students can learn how to put games together. Design new graphics and blend them with the Knytt pieces for unique levels. Our instructors will give advice on the best arrangements of graphics and obstacles to make our games the best that they can be.

### Photoshop/Flash – Animated News...

Time to make headlines! Students will take a look at real news stories then create their own "newscast" in the form of an animated cartoon. But it wouldn't be fun if we just stuck to the facts. Students will put their own spin on the stories by adding exaggeration and a healthy dose of hyperbole.

### Programming with Ruby and Hackety Hack

Students will be introduced to and explore the world of simple computer programming. Using the Ruby language and Hackety Hack, an exciting tool for young programmers, students will learn about basic programming concepts: data types, methods, "object-oriented" programming, and more. Finally, they will use the Shoes library, packaged with Hackety Hack, and their new skills to create newspapers based on their very own newstoons.