

REGISTRATION

Visit www.telecommunity.org to register online.

TeleCommunity takes place in **College Hall, Room 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. Standard headphones for your music and voice recordings.
4. A snack to munch on during break.
5. Boundless energy and enthusiasm!

SCHEDULE (2013-2014)

Fall 2013/Spring 2014

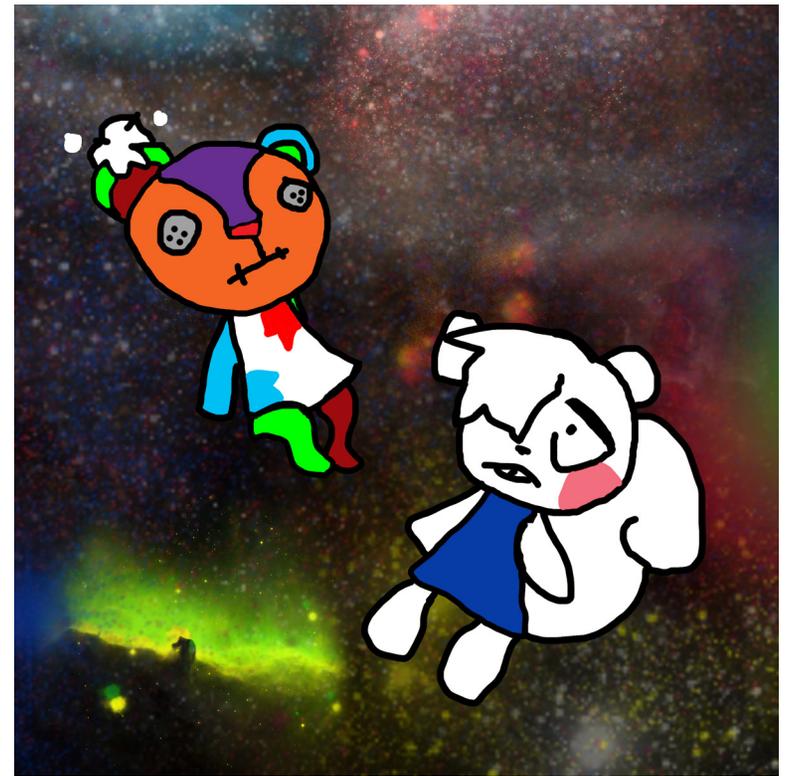
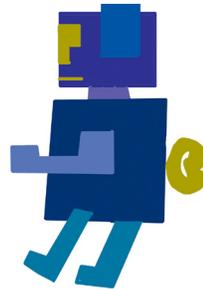
Saturdays 12 noon - 5 pm

Sept 7 & 21 Jan 11 & 25
Oct 5 & 19 Feb 8 & 22
Nov 2 & 16 Mar 15 & 22
Dec 7 & 14 Apr 5 & 12

Summer 2014

Weekdays 1pm - 5 pm

July 7 (Mon) - July 11 (Fri)
July 14 (Mon) - July 18 (Fri)



TELECOMMUNITY STUDIO

AT DUQUESNE UNIVERSITY

**DIGITAL ART
BY YOUNG PEOPLE**

WWW.TELECOMMUNITY.ORG

Robert Dunn, Telecommunity Director
dunn@duq.edu

TELECOMMUNITY GALLERY
The **Toy's Life Summer Gallery** will be on display
July 16-18, from 1:00 to 4:00,
in the Lobby of College Hall, at Duquesne University.

The theme **A Toy's Life** draws on the childhood memories of young students and the toys with which they had special relationships. These personal experiences inspire art about imagined personalities, lives, and events.





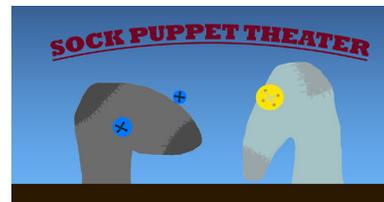
TeleCommunity Saturdays

TeleCommunity Studio at Duquesne is a group of young people (ages 10-18) and volunteer teachers who work together to explore multimedia, computer graphics, and animation. We meet throughout the year on Saturdays at the Multimedia Lab in College Hall on the Duquesne University campus. We are affiliated with Duquesne University's College of Liberal Arts. Our program serves area youth and provides opportunities for Duquesne University students to work with young people and multimedia technology. Within a creative conceptual environment, young people develop and

collaborate on in-depth projects and share their work over the internet. 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, as they refine their computer skills and their conceptualization skills. The group provides a window for the University through which to view the needs and emerging abilities of young people; important feedback for planning future curricula and teaching strategies.

TeleCommunity Summers

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



Current Projects for TeleCommunity

Projects include creating graphics, animation, interactive games; recording original music and sound effects; digital painting with intuos tablet; the basics of digital printing; and participating in installing an art exhibition on campus.

Flash Animation

Animation can be easy. Create your own toy tales, then bring them to life as animated cartoons. We'll even show you how to use digital "masking" to weave in extra colors and patterns.

Photoshop

Photoshop lessons are great for learning the basics of computer art, as well as the basics of design. Draw your own characters and worlds, which you can drop into your animations and games.

Mixed Media

Go beyond digital art. Use real paints and textures to create amazing patchwork pallets. Then scan your paintings into your computers and you'll have unique patterns for your games and animations.

Game Design

Ever thought of making you own video games? Think like a programmer. Think like a gamers. Game design is about crafting worlds and experiences that players will want to try over and over again.

