Welcome Students! We are excited to have you attend our camp this year. Students will need to be dropped off at the School of Art lobby between 8:30 to 9:00 am on Monday, June 13th. Students can be picked up at the School of Art gallery on Friday, June 17th, after the exhibition anytime between 3:30 to 5:15 pm. Students who have made alternate arrangements due to travel/flight availability will have the opportunity to leave early, but must notify the Camp Coordinator at check-in of camp.

Meals are covered by the cost of your enrollment fee and will be provided in the dining hall for every day of the program, except for breakfast which will be located in the Art Building and/or 3d Art Annex. Although the dining hall caters to allergies by providing a variety of food options (review the details provided by Hospitality for lunch and dinner: Special Dietary Needs | Smart Choices | Hospitality Services | TTU), students should let us know of any dietary restrictions, specific to breakfast only, on the first day of the program. Additionally, we encourage campers to bring some spending money for vending machines, and other stores located at the Student Union Building (SUB).

Students are responsible for reading and signing the camp rules. There will be a residential advisor (RLC) staying in the residence hall in the evening as a chaperone. At Texas Tech University we are dedicated to helping ensure the health and safety of all campers.

Please make sure you have filled out, signed, and sent in the Photo Release, the Release and Hold Harmless Agreement, and Camp Rules forms.

**Workshops**

This year we will have five exciting and innovative workshops that allow students to develop their ideas and get creative while they gain knowledge of contemporary practices in the world of art. These workshops are designed to provide exceptional experiences for students, allowing them to grow as an artist and build their advanced art portfolios.

**Studio 1: 3D Modeling**

The 3d modeling workshop will get students quickly familiar with the basics of using the Cinema 4D software, an industry standard in the field of 3d modeling and animation. Students will start by getting comfortable with navigating virtual 3d spaces, placing primitive objects into a still life arrangement, complete with digital lights used for a final rendered composition. Building upon that example, students will design and model a stylized character using these same primitive objects within a super-cool volume modeling workflow. Students will finish the week with a final portrait render of their virtual character.
**Studio 2: Printmaking**

The printmaking workshop introduces students to the practice and history of printmaking by giving them access to a print studio. The students learn of the beginnings of printmaking and its impact on history, how printmaking operates in relation to contemporary social practices, and study old and contemporary printmakers and their art practices. In addition, students learn how to both print by hand and use a printing press and learn the intricacies of the relief process.

**Studio 3: Photography**

The photography workshop utilizes an interdisciplinary approach that allows students to explore how photography relates to other media, such as virtual reality, and how body, space, and technology are intertwined and interconnected. Students are introduced to a brief history of photography, learn about the significance of physical and digital materiality in artmaking, and experience the connection between photography and virtual reality (VR) through a photo narrative project. Students engage in hands-on learning with the technology, designing and crafting custom VR headsets that provide a 360-degree view of the photographs taken during the workshop. This workshop attempts to create an environment for students to discover the ongoing conversation between art and technology. The goal is to help students acknowledge the continuous dialogue between the virtual/physical and artist/viewer. Furthermore, this workshop enables students to see how individuals and diverse ways of seeing may change how we experience, interact, and interpret a place or a narrative and how we exchange and share this experience with technology through making art.

**Studio 4: Jewelry**

The jewelry workshop encompasses the traditional lost-wax jewelry process to create contemporary charms and talismans. Students are introduced to a brief history of lost-wax casting and learn about the significance of personal symbols and icons by creating a talisman of their own, allowing them to experience the connection between icons and personal adornment. Students engage in hands-on modeling of wax, stamping, and other jewelry hand skills during this workshop. The goal is to help students acknowledge the dialogue between the iconography and personal expression with the creation of jewelry.

**Studio 5: Digital Painting**

This workshop by introducing students to painting as a form of channeling their creativity through digital technologies and allows them to explore painting as self-expression that can transverse traditional mediums yet retain the same foundations that allow painters to express their creative voices. Students are introduced to a brief history of digital painting and its applications. They learn basic painting fundamentals. Then, they engage in hands-on learning with digital painting technology and familiarize themselves with its software. Students learn how they may utilize painting fundamentals as a basis for their digital aptitude while also learning the aspects of digital painting that differentiate it from its traditional medium. While the workshop focuses on the relationship between art and technology, it also enables students to see how they
can express and communicate their diverse creative voices, stories, and experiences through foundational artistic principles.

Below is a general timeline of events. You will receive more information at check-in at the ART Building on day one.

<table>
<thead>
<tr>
<th>Time</th>
<th>Monday</th>
<th>Tuesday</th>
<th>Wednesday</th>
<th>Thursday</th>
<th>Friday</th>
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<tbody>
<tr>
<td>7:30-8:30</td>
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<td>Get ready &amp; Breakfast (7:30-8:30)</td>
<td>Get ready &amp; Breakfast (7:30-8:30)</td>
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<tr>
<td>8:30-10:15</td>
<td>Check-in at the art building (8:30 to 9:00) Introduction and greetings</td>
<td>Studio 2</td>
<td>Studio 4:</td>
<td>Studio 1</td>
<td>Studio 4</td>
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<td>10:15-10:30</td>
<td>Transition to next class</td>
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<tr>
<td>10:30-12:15</td>
<td>Tour of the Art facilities Room Check-in</td>
<td>Studio 3</td>
<td>Studio 5</td>
<td>Studio 3</td>
<td>Studio 2</td>
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<tr>
<td>12:15-12:30</td>
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<td>Clean up/Lunch preparation</td>
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<tr>
<td>12:30-1:30</td>
<td>Lunch</td>
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<tr>
<td>1:45-3:30</td>
<td>Studio 1</td>
<td>Studio 4</td>
<td>Studio 3</td>
<td>Studio 5</td>
<td>Prepare for exhibition/Room check-out</td>
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<td>3:30-3:45</td>
<td>Transition to next class</td>
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<tr>
<td>3:45-5:30</td>
<td>Studio 5</td>
<td>Studio 1</td>
<td>Studio 2</td>
<td>Studio Time to work on any remaining project</td>
<td>Exhibition and parent pick up (3:30-5:15)</td>
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<td>5:45-6:45</td>
<td>Dinner</td>
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<td>6:45-9:00</td>
<td>Rec Center Pool</td>
<td>Evening activity</td>
<td>Evening activity</td>
<td>Portfolio Critique</td>
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**AP Studio**

Students who will be working on their AP portfolio will have studio time set aside. The AP Instructors will be ready to critique their work and help develop their portfolios. Although many supplies are available, we will not be able to provide all studio supplies for students who are
working on their AP portfolios. Accordingly, if there are mediums or supplies important for your portfolio, please bring these with you.

**Exhibition**

At the end of the camp, students will exhibit their artworks in the TTU art gallery. With the help of the instructors and camp advisors, students will peer-curate an exhibition, design the exhibition space, and hang their work which will be available for parents to see when they come to pick up their children. We have an exhibition reception on Friday that allows time to hang out with the group and see other students’ works.

**Packing list:**

1. Clothes for the week: please remember that you will be in studio classes and that some of the art processes are messy! Please bring clothes that you can get wet, and maybe a little paint or ink on. We will also be outside for some of the time, Lubbock can be warm in June, dress accordingly. Please also bring a reusable water bottle.

2. Swimsuit, sunscreen, towel, (we will be at the pool one evening)

3. Sheets and bedding (single bed)

4. If you have not paid the full amount, please bring the outstanding balance for camp.

5. Please make sure that you have filled out and signed the medical and release forms that came with the application, please also bring a photocopy of the student’s medical insurance card.

6. Art supplies: all art supplies for the regular studios will be provided. If you are coming to develop your AP portfolio, we will have some supplies available. But we cannot anticipate all mediums and we ask that you please bring the following:

   - Samples of your current portfolio works (if available)
   - Art supplies that you normally use and expect to use in your portfolio.
   - Surfaces that you normally work on (canvas, board, tablet, etc.)

**Coming to the Camp:**

Check-in, check-out, and the final exhibition will be held at the Art Building on the Texas Tech Campus. To get to the Art Building, go to 19th street in Lubbock and turn towards the campus on Flint Ave. Take the first right, onto 18th street and turn into the first parking lot on your left. The Art building is right next to this parking lot. Parking is also available at the parking garage across 18th street from the Art Building. The entrance to this parking garage is on Flint Ave. If you are going to stay for any amount of time, you will need to pay for parking.

**Map**

The ART Building is located at 3010 18th Street. To access the entire campus map please use the following website link; [https://www.ttu.edu/map/](https://www.ttu.edu/map/)
If you have other questions about the camp, or what to bring, please email Mona Bozorgi at soa.recruiter@ttu.edu

We look forward to seeing you soon!