



MS-HS Art Boot Camp - Chantilly, VA Program Schedule 2018

Week #	Dates	Programming Name	Description	Fee
1	6/18 - 6/22	Fashion Design	Learn how to draw the human figure in dynamic poses to show off original fashion designs. Students practice figure drawing and make sketches of their original designs, resulting in one finished colored drawing at the end of the week.	\$245
2	6/25 - 6/29	Fashion Design	Learn how to draw the human figure in dynamic poses to show off original fashion designs. Students practice figure drawing and make sketches of their original designs, resulting in one finished colored drawing at the end of the week.	\$245
3	7/2 - 7/6 (4 days; closed Wed. July 4)	Observational Sketching	Students practice and enhance their visual analytical skills during this week of intense observational sketching of still life objects. This week is recommended for those needing to boost their portfolios with more academic fine artwork.	\$196
4	7/9 - 7/13	Observational Sketching	Students practice and enhance their visual analytical skills during this week of intense observational sketching of still life objects. This week is recommended for those needing to boost their portfolios with more academic fine artwork.	\$245
5	7/16 - 7/20	Wire Sculpture	Students participating in this class will create figurative sculptures using metal wire and other materials. Students taking this class will learn how to bend and manipulate metal wire, cut shapes out of sheet metal foil, and use wood blocks and other materials to create their project. Students will be shown how to safely use special low-temperature to attach pieces together, and the sculpture will be displayed on a student-created base.	\$275
6	7/23 - 7/27	Creating Clay Forms with an Armature	In this course, students will learn how to build a wire armature, a supportive skeleton for a sculpture. Students will add a professional modeling compound to give the sculpture it's form and detail. This project will be painted and include a base for display purposes.	\$275