

IN-CITE-FUL CONNECTIONS

Connecting Students to the *Real World*



October, 2017

CITE

SPRINGS
CHARTER SCHOOLS

Career Internship Technical Education

DESIGN, VISUAL, AND MEDIA ARTS PATHWAY



Yuliana Rojas - Magnolia Student Center



Leah Cromey - Hemet Student Center



Agatha McIntyre - Homeschool



Jade Garibaldi - Homeschool



Angel Duran - Hemet Student Center



David Arteaga - Magnolia Student Center

PATHWAY COURSES

- CTE Introduction to Photography
- CTE Digital Art and Design
- CTE Video Production

It's just over a month into the new school year and our *Design, Visual, and Media Arts* students are already showing their diverse *creativity* and *talent*! These images represent just a small sample of some of the *fantastic first projects* done by our students in *Introduction to Photography* and *Digital Art and Design* so far!



Grace Winterstrom - Homeschool



Angelina Pridmore - Temecula Student Center



Kirsten Brenton - Homeschool



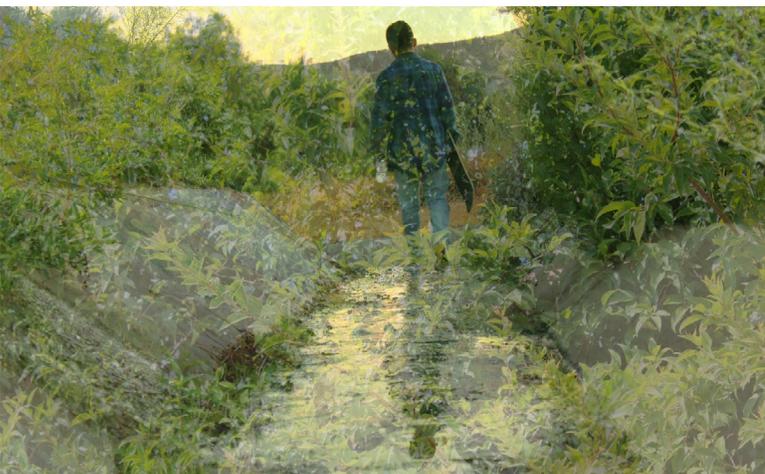
Rebekah Rodriguez - Homeschool



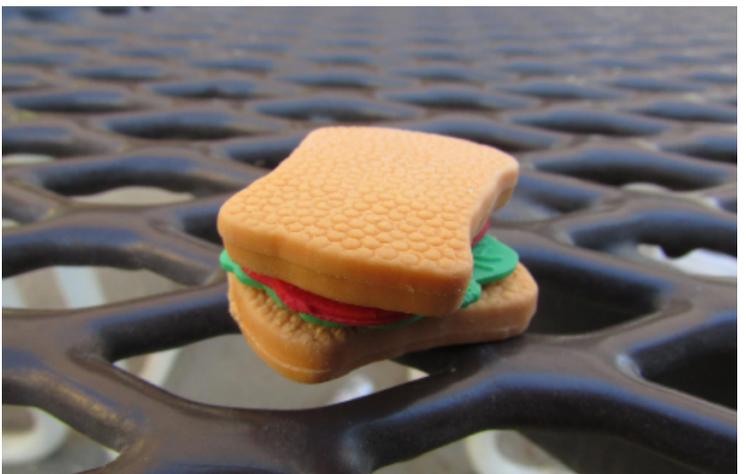
Gavin Lowe - KEYS



Tessa Elliott - Homeschool



Brandon Manchester - KEYS



Kandis Webster - Hemet Student Center

2016-2017 FIELD TRIPS



LA FILM SCHOOL

In the Spring of 2017, students in the CTE Design, Visual, and Media Arts Pathway enjoyed a field trip to the Las Angeles Film School in Hollywood, where they got to check out the classrooms and computer labs, a soundstage, and more! Students even got to animate themselves by wearing sensors connected to an animated character - a technique used in 3D Animation and Game Design.



RIVERSIDE ART MUSEUM



In the Spring of 2017, FAPA and Magolia students in the CTE Design, Visual, and Media Arts Pathway visited the Riverside Art Museum, where they had a tour of the photography exhibition *Trabajamos*, by David Bacon. They also enjoyed a silkscreen printing and woodcut printing demonstration and activity with Artist-in-Residence, C. Matthew Luther, followed by the chance to shoot photographs in downtown Riverside.

EMMY SCHNEIDER honored as one of *Riverside's 25 Most Remarkable Teens!*



Design, Visual, and Media Arts student **Emmy Schneider** was honored as one of **Riverside's 25 Most Remarkable Teens** by the Riverside Youth Council in the Spring of 2017.

The program is designed to recognize Riverside's youth for excellence in academics, athletics, arts and culture, community involvement, leadership, courage to overcome, acts of valor, or any other remarkable acts.

"These young people are an excellent cross sample of what makes Riverside a great place to live," Mayor Rusty Bailey said. "The quality of the applicants is very inspiring, and I look forward to each of the teens accomplishing great things in our city."

Now a junior at River Springs Charter School, Emerson (Emmy) Schneider has already written, and started to implement her own business plan in freelance photography and design. Emmy has **confidence** and a **strong artistic vision**. Her portraits, fashion, and lifestyle photographs can compete with any high-fashion magazine or blog out there, and she has already taken on paid clients! **Her creative and entrepreneurial journey in Riverside has just begun!** Visit her portfolio website here - www.emmyquinn.com



CREATIVE VIDEO SHOWCASE

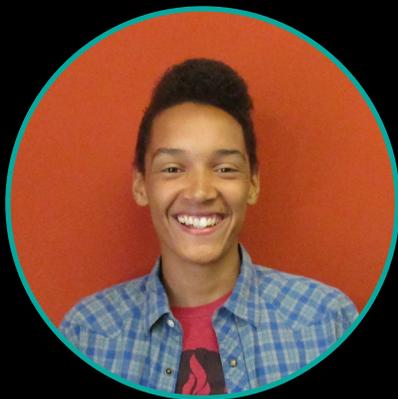
Kelly Kosman and Urian Dillon - and their creative YouTube Channels



YouTube Channel: *Dillon Productions*

<https://www.youtube.com/user/Th3DillonProductions/featured> - **Subscribe to see new videos!**

I see film and video in my future and making these videos help me work that filmmaking muscle so that one day I'll be making films that have purpose and meaning that shows up on the big screen.



YouTube Channel: *Boarding Chicken*

<https://www.youtube.com/channel/UC3z4dMtMogg-8zyUH220-ufQ> **Subscribe to see new videos!**

I like to think that my channel is a good blend of bad/homemade animation, complaining, and dad jokes. I use it to make people giggle.

Urian Dillon: Junior, Magnolia Student Center

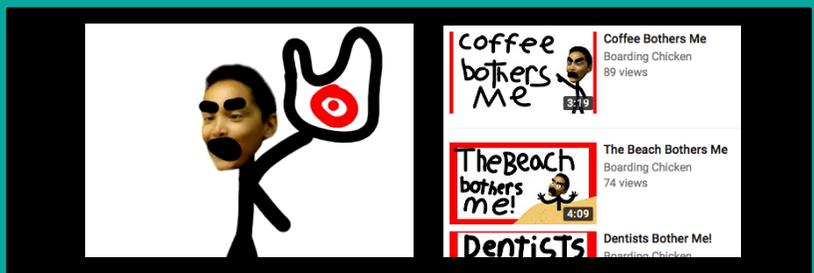


My channel is dedicated to the *filmmaking* and *visual effects* side of things, although I've done some experimenting with "cinematic" *vlog-ging* as well.

I have seen plenty of YouTubers that I like and it was watching them that made me think, "*I could do that.*" I quickly realized the work that really goes into making a good video, and to actually have somebody who cares about what you make.

I think that my *CTE Video Production* class is helping me by assigning things that will actually be used in the *career path* that I want to go after.

Kelly Kosman: Junior, Temecula Student Center



October 2016 is when I first created my channel and uploaded a *goofy video* where I edited the sound of a man crying over footage of a dinosaur roaring, but I didn't really take my channel seriously until December 2016.

Right now I'm taking *CTE Intro to Photography*, which is pretty useful for working in YouTube in general. *The class, so far, has been providing me with a lot of information and hands-on experience with cameras.*

Even if you don't have any cool camera or animation equipment, just use what you have. Don't let what's in your hands stop you from *showing the world what's in your head.*

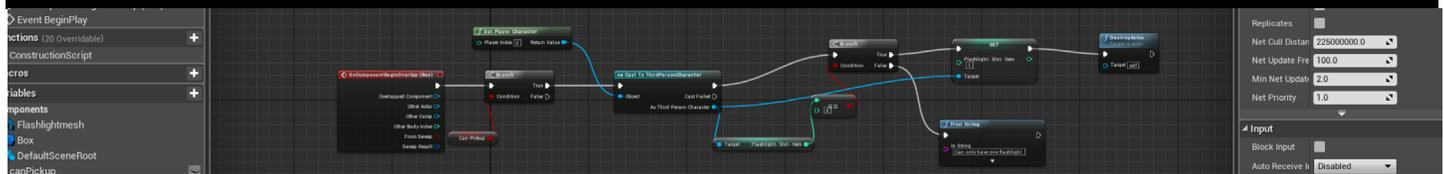


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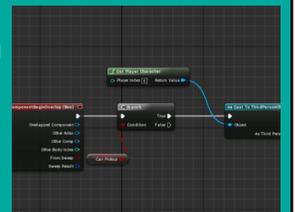
GAME DESIGN PATHWAY



PATHWAY COURSES

These courses focus on the *arts* and *entertainment* areas of interactive media, as well as new and emerging fields such as *virtual reality*, *concept art* and *game programming*. Students have the opportunity to explore areas such as video games, virtual reality, digital 3d animation, virtual filmmaking, and *interactive design* and simulation.

- CTE Introduction to Game Design
- CTE Intermediate Game Design
- CTE Advanced Game Design



SHADOW FIELD

Video Game Created by
Our Talented Game Design Students!



In the 2016-2017 school year, Game Design students collaborated to create their own Video Game.

From the game's story, to character sketches and scene designs, to gameplay, mechanics, and user experience, all elements of what goes into creating a successful video game from scratch were explored, and every student played a role in the team.

[Click Here to view a video-preview of the *Shadow Fields* Game!](#)

Game Story Summary:

Jonathan Phoenix is a scared man who has to use his mental and physical strengths to escape these desolate woods and fight off the **horrors** lurking beyond the shadows of the land. Throughout the game, his past is a complete **mystery**, and getting through the game will **unlock doors** to his **memories** and shreds of his past.

Gameplay:

Shadow Fields is a **first-person survival game** in which the player travels through Limbo and has to fight countless hordes of enemies to get out of Limbo. He will gain experience which will help him progress in his skill category and be more prepared for whatever enemies he has to fight.

Game Experience:

In this game you'll have **consistent emotions** of pressure, fear, and anxiety from the amount of tension the game will put onto you. The game is easy to adjust to and get the hang of, but getting through the world will be difficult!

For more information on Shadow Fields and the in-depth research and work students did on game controls, design, mechanics, monetization plans and more - email chris.allen@springscs.org



GAME DESIGN PROCESS...

Character Sketches, Top-Down Level Sketches, and more work that students did to begin to develop elements of the Shadow Fields game.

