



CAMBRIDGE  
SCHOOL OF  
VISUAL &  
PERFORMING  
ARTS

# Summer School Online

2020

# Free Summer School Places

**REGISTER FOR A FULL TIME COURSE  
STARTING IN SEPTEMBER 2020 AND GET YOUR  
SUMMER SCHOOL EXPERIENCE ON US!**

If you are thinking about joining CSVPA in September 2020 for a full time art & design or performing arts course, but you want to see what it is like first, come and try out our summer school and experience what it is like to be a student before you commit. If you decide to come back and study with us in September 2020, we will reimburse your summer school fees.

For more information contact our admissions team on:

**Tel: +44 (0) 1223 345 698 | Email: [admissions@csvpa.com](mailto:admissions@csvpa.com)**

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# Summer School at CSVPA

DO YOU HAVE AN  
INTEREST IN ART  
AND DESIGN OR THE  
PERFORMING ARTS AND  
WANT TO SPEND TIME  
DEVELOPING YOUR  
SKILLS WITH OTHER  
PEOPLE YOUR AGE?

Looking for something fun to do over the summer and want to make friends?

Are you looking for a summer course before progressing onto a level 3 or 4 Creative Arts programme in September?

At Cambridge School of Visual & Performing Arts we offer a range of fun and interactive summer courses ranging from 1 to 3 weeks, or if you want to come for longer, combine a number of subject areas together and spend the summer with us!

WEEK COMMENCING (SUNDAY)	29 JUN	6 JUL	13 JUL	20 JUL	27 JUL	3 AUG	10 AUG	17 AUG
Portfolio Preparation (3 weeks)								
Portfolio Preparation & English (3 weeks)								
Fashion (1 week)								
Musical Theatre (1 week))								
Acting (1 week))								
Photography (1 week)								
Fashion Communication (1 week)								
Fashion Styling (1 week)								
Painting & Drawing (1 week)								
Graphics & Illustration (1 week)								
Animation (1 week)								





# Summer Portfolio Preparation

**THIS UNIQUE, TAILORED  
PROGRAMME IS DESIGNED  
ESPECIALLY FOR STUDENTS  
WHO WANT TO DEVELOP A  
DIGITAL PORTFOLIO**

**LEARN FROM ART AND DESIGN PROFESSIONALS**

Our lecturers are all working artists and bring valuable industry experience to the programme.

**DEVELOP YOUR SKILLS**

Our specialist lecturers and tutors will teach you new methods and practices to improve your work and develop your skills base.

**BUILD YOUR PORTFOLIO**

Learn how to construct your own digital portfolio, what to include and what to leave out and how to show your work at its best.

**BROADEN YOUR ART & DESIGN UNDERSTANDING**

Workshops will give you practical experience of a wide range of new techniques, skills and disciplines.

**SUBJECTS COVERED INCLUDE:**

Painting & Drawing | Photography | Fashion & Textiles | 3D Design |  
Graphics & Illustration | Portfolio Creation

**DATES AVAILABLE\***

Monday 6th July - Friday 24th July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

- 1. You will have gained all the skills you need to create a winning portfolio.
- 2. You will have developed your own digital portfolio.
- 3. You will have experienced a wide range of Art & Design subjects and disciplines.
- 4. You will have gained the portfolio experience required to guarantee entry to our UAL Level 3 Extended Diploma in Art & Design or UAL Level 4 Foundation Diploma at CSVPA should you choose to do so.



## SAMPLE TIMETABLE

### WEEK 1

Day	8:00–11:30 UK Time		
Monday	<b>Painting/Drawing:</b> Students measure and draw grid on A3 paper Students observe their immediate surroundings and take a photograph.	Students observe their compositional photograph and reproduce it through drawing.	Students continue to observe their compositional photograph and reproduce it through tonal drawing.
Tuesday	<b>Painting/Drawing:</b> Students create a rectangular view finder and use it to select an area from their drawing	Students lightly mark out composition on A2 paper	Students apply a tonal ground to A2 paper then create highlights, midtones and shadows.
Wednesday	<b>Painting/Drawing:</b> Students experiment with each technique on A4 paper for 20 minutes each.	Students begin to sketch out a composition for their own A4 painting.	Students apply layers of paint using their own choice of techniques.
Thursday	<b>Photography:</b> Briefing of Photography Specialism.	<b>The Formal Elements.</b> Students to photograph their own Formal elements images.	Students to upload work onto Canvas/ sharing platform and discuss with the group.
Friday	<b>Photography: Nationality Recipe</b> Ingredients: Comfortable shoes,a camera, a music device with headphones, 2 hours, space (can be indoors/outdoors)	A study of your nationality via photography	Students to upload work onto Canvas/ sharing platform and discuss with the group

### WEEK 2

Day	8:00–11:30 UK Time		
Monday	<b>Textiles/Fashion:</b> What makes a successful Fashion Design portfolio?	<b>Moodboards &amp; Inspiration:</b> Tutor Demonstration – how to create a successful moodboard. Drawing inspiration from outside of Fashion	Students to research themes and ideas using non-fashion related subjects e.g. architecture/sculpture etc and create a moodboard from their research.
Tuesday	<b>Textiles/Fashion:</b> Tutor to show different drawing techniques to explore design development.  Highlighting techniques for less confident drawers.	<b>Task:</b> A series of timed drawing tasks using the 3D collages from Monday pm workshop and Mark Making collages from this morning as inspiration.  Students will begin to finalise design ideas through hand drawn techniques.	<b>Group Discussion:</b> Students present outcomes to the group via canvas or Zoom if accessible
Wednesday	<b>Textiles/Fashion:</b> Students will create a final illustrated line up of 3 outfits to create a capsule collection.	Using their most successful techniques, develop 3 final designs into illustrated figures.	<b>Group Discussion:</b> Students present complete final line ups to the group via Zoom if accessible
Thursday	<b>3D Design:</b> Tutor Demonstration/Group Discussion: Briefing of Chair design, sheet materials and scale. Introduction to other artists. Introduction to drawing skills.		<b>Task 1</b> Students requested to: -Introduction 3D nets -Building nets in card
Friday	<b>3D Design: Task 2</b> Developing ideas though drawing	<b>Demonstration:</b> Tutor demonstrates Rendering with Pen and Pencil and 2-point perspective	<b>Task 3</b> Create net of final design and final model using pencil, rulers, scalpel and glue/ masking tape.

### WEEK 3

Day	8:00–11:30 UK Time		
Monday	<b>Graphics &amp; Illustration:</b> Introduction, demonstration of techniques and process.	Students select images, cut out and digitally assemble layers in foreground, mid ground and background folders, in their A3 file.	After the initial collation of images, students begin to compose images, adding colour and gradients.
Tuesday	<b>Graphics &amp; Illustration:</b> We will look at everyone's work so far and discuss common problems and solutions.	Assembling imagined Jungles, further developing their use of the selection and gradients tools.	Creating a 3D scene usinglayers, adding in lighting and shadow effects Group presentation of work.
Wednesday	<b>Graphics &amp; Illustration:</b> Demonstration of techniques and processes.  Combine and layer images to create tattoo effects over photo portraits.	Students practice the tattoo effect process using a sample file.  Developing their compositions to completion.	Final group presentation and discussion of artwork today.
Thursday	<b>Portfolio Creation:</b> Have students created a folio before? What do they think makes a good folio?	Share screen to show examples of photographs taken on mobile phone/ camera of work and how to clean them up and save in Adobe Photoshop.	Continue to photograph /scan work and clean up images in Photoshop this should be completed as much as possible by Friday Morning.
Friday	<b>Portfolio Creation:</b> Working with InDesign.	Students practical work time/ drop in questions	Students present completed outcomes to the group via Zoom.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.



## WHO IS IT FOR?

STUDENTS AGED 16 YRS+ WHO HAVE LIMITED EXPERIENCE IN ART AND DESIGN AND WANT TO DEVELOP THEIR SKILLS BASE AND UNDERSTAND HOW TO BUILD A DIGITAL PORTFOLIO.

COMPLETION OF THIS PROGRAMME ALSO GUARANTEES PROGRESSION ONTO OUR UAL AWARDING BODY EXTENDED DIPLOMA OR FOUNDATION DIPLOMA SHOULD YOU CHOOSE TO DO SO.

### ABOUT THE PROGRAMME

3 week programme

**Average class size:** 10 students

**Hours per week:** 17.5

### ACTIVITIES (3 HOURS A WEEK)

Each week we will have a range of activities, including fun quizzes, interactive tours of national museums and galleries and team games.

### REQUIREMENTS

**Age:** 16+

### Minimum English standard:

Equivalent to IELTS 4.5+/ intermediate

### EQUIPMENT NEEDED


Students who take this course will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.

Students will also need a camera or smartphone to take pictures.

### PRICE

£1,500\*

\*Please note there will be an additional cost of £16.24 for the Adobe Creative Cloud Suite



# Portfolio Preparation & English

**THIS UNIQUE, TAILORED  
PROGRAMME IS DESIGNED  
ESPECIALLY FOR STUDENTS  
WHO WANT TO DEVELOP A  
DIGITAL PORTFOLIO AND  
IMPROVE YOUR ENGLISH  
LANGUAGE SKILLS FOR STUDIES  
IN THE CREATIVE ARTS.**

**DEVELOP YOUR SKILLS**

Our specialist lecturers and tutors will teach you new methods and practices to improve your work and develop your skills base.

**BUILD YOUR PORTFOLIO**

Learn how to construct your own digital portfolio, what to include and what to leave out and how to show your work at its best.

**BROADEN YOUR ART & DESIGN UNDERSTANDING**

Workshops will give you practical experience of a wide range of new techniques, skills and disciplines.

**SUBJECTS COVERED INCLUDE:**

Fashion | Graphic Design | Illustration | 3D Design | Photography |  
Drawing | English for Creative

**DATES AVAILABLE\***

Monday 3rd August to Friday 21st August 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will have gained all the skills you need to create a winning portfolio.
2. You will have developed your own digital portfolio.
3. You will have experienced a wide range of Art & Design subjects and disciplines.
4. You will have gained the portfolio experience required to guarantee entry to a CSVPA BA/MA course, provided the portfolio is relevant to the course being applied to.
5. You will improve your understanding of the English language for studies in the Creative Arts.

## SAMPLE TIMETABLE

### WEEK 1

Day	8:00–11:30 UK Time		
Monday	Introduction to the course rationale, the course tutors and additional online resources.	Introduction to current approaches in contemporary art and design research	Introduction to the concept of interdisciplinary research in art and design
Tuesday	Project briefing: Drawing		
Wednesday	Project response and group critique/discussion - Drawing brief		
Thursday	Project briefing: Photography		
Friday	Project response and group critique/discussion - Photography brief Setting of weekend research practice brief		

### WEEK 2

Day	8:00–11:30 UK Time		
Monday	The market for contemporary art & design practice	Developing an audience through publications and exhibitions	Contextualising your own creative practice
Tuesday	Project briefing: Textiles/Fashion		
Wednesday	Project response/group critique/discussion - Textiles/Fashion brief		
Thursday	Project briefing: 3D Design		
Friday	Project response/group critique/discussion - 3D Design brief Setting of weekend research practice brief		

### WEEK 3

Day	8:00–11:30 UK Time		
Monday	The importance of a portfolio	Developing a personal statement and critical rationale for your work	Opportunities for art and design education in Higher Education
Tuesday	Project briefing: Graphics & Illustration		
Wednesday	Project response/group critique/discussion - Graphics & Illustration brief		
Thursday	Project briefing: Portfolio Creation		
Friday	Project response/group critique/discussion – Portfolio Creation End of course 'exhibition' and private view		

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.



## WHO IS IT FOR?

STUDENTS AGED 18 YRS+ WHO HAVE LIMITED EXPERIENCE IN ART AND DESIGN AND WANT TO DEVELOP THEIR SKILLS BASE AND UNDERSTAND HOW TO BUILD A DIGITAL PORTFOLIO. COMPLETION OF THIS PROGRAMME ALSO GUARANTEES PROGRESSION ONTO OUR BA PROGRAMMES, PROVIDED WORK IN THE PORTFOLIO IS RELEVANT TO COURSE APPLIED TO.

### ABOUT THE PROGRAMME

3 week programme

**Average class size:** 10 students

**Hours per week:** 17.5

### ACTIVITIES (3 HOURS A WEEK)

Each week we will have a range of activities, including fun quizzes, interactive tours of national museums and galleries and team games.

### REQUIREMENTS

**Age:** 18+

**Minimum English standard:**

Equivalent to IELTS 4.5+/ intermediate

No portfolio is required

### EQUIPMENT NEEDED

Students who take this course will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.

Students will also need a camera.

### PRICE

£1,500\*

\*Please note there will be an additional cost of £16.24 for the Adobe Creative Cloud Suite



# Fashion Summer Course

THIS ONE WEEK FASHION  
COURSE WILL INTRODUCE YOU  
TO THE DESIGN SIDE OF THE  
INDUSTRY, WITHIN A FUN AND  
CREATIVE ENVIRONMENT

#### LEARN FROM FASHION SPECIALISTS

Our lecturers are all working professionals who will spend time, sharing their industry level knowledge that underpins the teaching at all levels in the college.

#### BROADEN YOUR SKILLS IN THE FASHION WORLD

Through a series of fun and practical workshops you will experience a range of new techniques aimed at building a basis of creative skills necessary for further educational courses in Fashion.

#### DEVELOP YOUR SKILLS IN:

Draping | Pattern cutting | Machine sewing | Fashion illustration |  
Fashion styling | Fabric manipulation

#### DATES AVAILABLE\*

Monday 29th June 2020 to Friday 3rd July 2020

\*further dates may be available subject to demand



# SAMPLE TIMETABLE

## PROGRAMME OUTCOMES

- 1. You will have gained the basic knowledge and understanding of the processes involved in garment design and making from our highly experienced staff.
- 2. You will have been introduced to design briefs that challenge your understanding and knowledge of contemporary fashion.
- 3. You will have experienced the fast paced process of putting together a fashion show guided by the same team that work on our annual Foundation fashion events.

Day	8:00–11:30 UK Time		
Monday	<b>Welcome students</b> <b>Introductions via Zoom</b> Introduction to the course. <b>Group Discussion:</b> What makes a successful Fashion Design portfolio?	<b>Moodboards &amp; Inspiration:</b> Tutor Demonstration – how to create a successful moodboard. Drawing inspiration from outside of Fashion	<b>Task:</b> Students to research themes and ideas using non-fashion related subjects e.g. architecture/sculpture etc  Create a moodboard from their research showing silhouette ideas and colour palette.
Tuesday	<b>Recap on:</b> moodboards and themes <b>Introduction:</b> to silhouette & form Exploring Silhouette & Form	<b>Task:</b> Demonstration by tutor and examples provided.  Using ideas from their research, identify shapes, silhouette, forms.	<b>Group Discussion</b> Photograph outcomes to share with the group.  Students present moodboards and 3D collage outcomes online to the whole group or in two groups (dependent on class size)
Wednesday	<b>Meet on Zoom.</b> Examples/Demonstrations and tasks put on Canvas for students to view group outcomes from previous day <b>Re-cap on:</b> Themes from moodboards/outcomes from silhouette & form workshop <b>Introduction to:</b> mark making, texture and print in fashion	<b>Task 1:</b> Tutor will play 3 different types of music to evoke a different reaction. Using different media to hand (marker pens, coloured pencils, paint, charcoal, watercolour, ink etc)  Students to create as many different mark making responses as possible in the time given.	<b>Task2:</b> Using your moodboard for inspiration, explore different techniques in mark making. Look at textures and patterns, within your research create different responses using mixed media.  <b>Task 3:</b> Using the mark making outcomes from task 1 and 2, create fashion collages relating to silhouette and form.
Thursday	<b>Canvas/Zoom</b> <b>Re-cap on</b> mark making/silhouette and form <b>Introduction to:</b> design development through drawing <b>Demonstration</b> Tutor to show different drawing techniques to explore design development.  Highlighting techniques for less confident drawers.	<b>Task:</b> A series of timed drawing tasks using the 3D collages from Monday pm workshop and Mark Making collages from this morning as inspiration.  Students will begin to finalise design ideas through hand drawn techniques. Including continuous line, marker pen, ink, charcoal, crayon etc to explore silhouette and design details	<b>Group Discussion</b> Students present outcomes to the group via canvas or Zoom if accessible  Where they will discuss their ideas and outcomes and explain potential problems encountered highlighting techniques they found the most/least successful.
Friday	Re-cap on previous day <b>Demonstration</b> Tutor demonstrates successful design development pages for portfolio. What can be included in a fashion design development page.  Students will also have access to Handouts from Canvas where they can printout notes and examples to assist them.	<b>Task:</b> Students will begin to collate their work from the previous two days and select their favourite 3 designs to develop and finalise into a fashion line up for a capsule collection.  <b>Re-cap on</b> selection of 3 final ideas ready to be illustrated into final line up.	<b>Group Discussion</b> Students present complete final line ups to the group via Zoom if accessible.  Where they will discuss their final outcomes and explain where they had challenges and what they felt was most successful.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.



## WHO IS IT FOR?

THE COURSE IS AIMED AT ANY STUDENT AGED 14 TO 18 YEARS OF AGE WHO IS INTERESTED IN THE FASHION INDUSTRY.

COMPLETION OF THE COURSE GUARANTEES PROGRESSION ON TO OUR UNIVERSITY OF THE ARTS LONDON AWARDING BODY EXTENDED DIPLOMA OR FOUNDATION DIPLOMA.

### ABOUT THE PROGRAMME

One week practical and social programme

**Average class size:** 10 students

**Hours per week:** 17.5

### ACTIVITIES (3 HOURS A WEEK)

Each week we will have a range of activities, including fun quizzes, interactive tours of national museums and galleries and team games.

### REQUIREMENTS

**Age:** 14+

**Minimum English standard:**

Equivalent to IELTS 4.5+/ intermediate

A small portfolio is preferable

### EQUIPMENT NEEDED

Students who take this course will need a sewing machine and to download a free trial of the Adobe Creative Cloud suite to use throughout the week

### PRICE

£500





# Performing Arts Summer School

ARE YOU INTERESTED IN STUDYING ACTING AND MUSIC WITHIN A FULL-TIME PERFORMING ARTS COURSE? THEN OUR SUMMER PROGRAMME IS PERFECT PREPARATION FOR YOU. AT CSVPA WE OFFER A RANGE OF ONE WEEK SUMMER COURSES, TAUGHT BY OUR TEAM OF PROFESSIONAL ARTISTS AND PRACTITIONERS. OVER THE COURSE OF THE PROGRAMME WE WILL INTRODUCE YOU TO A RANGE OF TECHNIQUES AND SKILLS IN A FUN AND SAFE ENVIRONMENT, WHICH WILL ALSO HELP YOU TO IMPROVE YOUR CONFIDENCE AS AN ARTIST, SELF ESTEEM AND COMMUNICATION SKILLS.





# MUSICAL THEATRE

THIS POPULAR, FUN AND CHALLENGING COURSE IS LED BY THEATRE PROFESSIONALS, ALL OF WHOM HAVE MUSICAL THEATRE CREDITS IN LONDON AND/OR NEW YORK. STUDENTS CAN EXPECT A SERIES OF RIGOROUS AND INTENSIVE CLASSES IN SINGING, DANCING AND ACTING.

## LEARN FROM PROFESSIONALS

Our lecturers are all working professionals who will bring valuable industry experience to the programme.

## BROADEN YOUR SKILLS IN THE INDUSTRY

You will become familiar with the skills and knowledge that will serve as a perfect starting point for future education in Musical Theatre. Throughout the course you will become familiar with jazz dance, vocal techniques, acting through song and ensemble work. You will also have the opportunity to learn acting and improvisation techniques.

## DEVELOP YOUR SKILLS IN:

Jazz Dance | Breathing techniques | Placement in singing | Character Development | Communication through song

## DATES AVAILABLE\*

Monday 29th June 2020 to Friday 3rd July 2020

\*further dates may be available subject to demand





# PROGRAMME OUTCOMES

- 1. You will have explored a range of practical work within singing, dance and acting.
- 2. You will have worked toward the integration of song with dance and acting.
- 3. You will have gained stamina as a performer, and confidence to present your newly acquired and developing skills from the two weeks in front of an audience.
- 4. You will have enjoyed the sense of community developed while rehearsing.

# SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	Introduction and welcome. The art of first impressions.	The skills of acting. A practical exploration.	Dance – Supercal from Mary Poppins
Tuesday	The skills of acting. A warm up practice for movement and voice.	Singing	Dance – continue Supercal from Mary Poppins
Wednesday	The skills of acting. A warm up practice for movement and voice.	Dance – Contemporary piece from Dear Evan Hanson	Scene work in partners. The art of listening and responding.
Thursday	The skills of acting. A warm up practice for movement and voice.	Dance – Contemporary piece from Dear Evan Hanson	Scene work in partners. Sharpening Intentions and exploring playfulness.
Friday	The skills of acting. A warm up practice for movement and voice.	“The self tape” – presentation and opportunity to explore performing to camera. We will also review the two pieces of choreography	Scene work class to be opened and shared with family and friends online.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.





# ACTING

PROFESSIONAL ACTORS WILL LEAD  
YOU THROUGH DRAMA EXERCISES  
DESIGNED TO HELP DEVELOP CREATIVITY,  
SPONTANEITY, FREEDOM AND  
AUTHENTICITY IN PERFORMANCE.

## LEARN FROM PROFESSIONALS

Our lecturers are all working professionals who will bring valuable industry experience to the programme.

## BROADEN YOUR SKILLS IN THE INDUSTRY

Through research, intensive tuition, rehearsals and a final performance, you will become acquainted with the skills and knowledge that will serve as a perfect starting point for future education. Throughout the course you will become familiar with acting, voice, movement, improvisation and ensemble work.

## DEVELOP YOUR SKILLS IN:

Voice | Movement | Improvisation | Ensemble work | Shakespeare | Staging

## DATES AVAILABLE\*

Monday 29th June 2020 to Friday 3rd July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will gain an understanding of basic acting techniques
2. You will experience working as part of an ensemble and developing the skills of playfulness, improvisation and devising
3. You will understand a range of activities in developing and delivering a performance.

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	Introduction and welcome. The art of first impressions.		
Tuesday	The skills of acting. A warm up practice for movement and voice.	Introduction to classical text - No fear Shakespeare!	Strategies for working with audition material - be interested, be interesting!
Wednesday	The skills of acting. A warm up practice for movement and voice.	Stanislavsky and applying the rules of acting!	Scene work in partners. The art of listening and responding.
Thursday	The skills of acting. A warm up practice for movement and voice.	Spice up your speeches - adding nuance, and impact to your delivery of text.	"The self tape" - presentation and opportunity to explore acting to camera.
Friday	The skills of acting. A warm up practice for movement and voice.	Scene work in partners. Sharpening Intentions and exploring playfulness.	Scene work class to be opened and shared with family and friends online.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.



## WHO IS IT FOR?

THE COURSE IS AIMED AT ANY STUDENT AGED 14 TO 18 YEARS WHO IS INTERESTED IN PERFORMING.

COMPLETION OF THE COURSE CAN ENABLE PROGRESSION ON TO OUR UNIVERSITY OF THE ARTS LONDON AWARDING BODY EXTENDED DIPLOMA OR FOUNDATION DIPLOMA.

## ABOUT THE PERFORMING ARTS PROGRAMMES

Practical and social programme aimed at students 14 years+

International students should have at least an Upper Intermediate level of English

### DURATION

1 week

### AVERAGE CLASS SIZE

10 students

### HOURS PER WEEK

17.5

### ACTIVITIES (3 HOURS A WEEK)

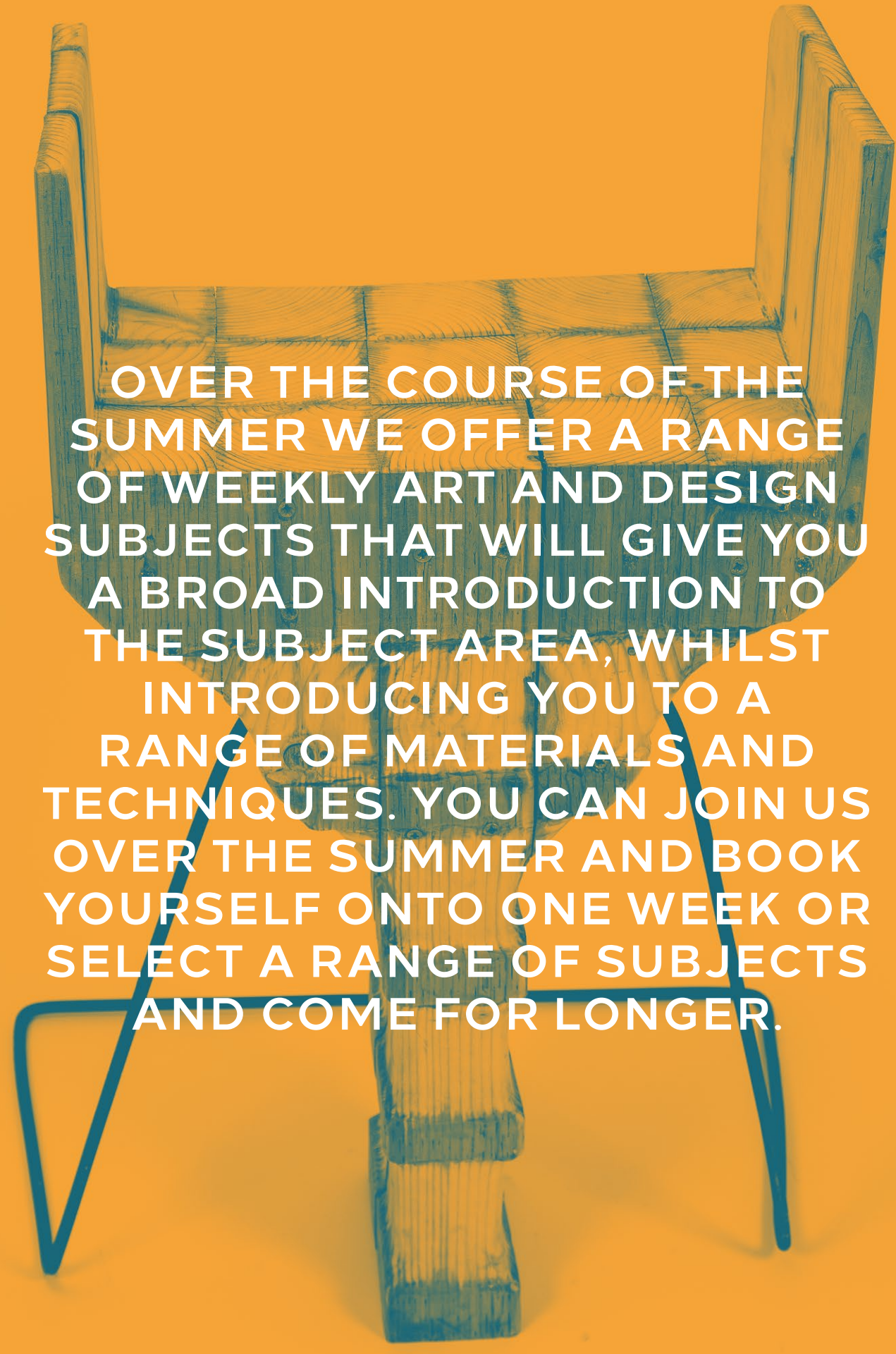
Each week we will a range of activities, including fun quizzes, interactive tours of national museums and galleries and team games.

**PRICE: £500**





# Art & Design Weekly Summer School



OVER THE COURSE OF THE SUMMER WE OFFER A RANGE OF WEEKLY ART AND DESIGN SUBJECTS THAT WILL GIVE YOU A BROAD INTRODUCTION TO THE SUBJECT AREA, WHILST INTRODUCING YOU TO A RANGE OF MATERIALS AND TECHNIQUES. YOU CAN JOIN US OVER THE SUMMER AND BOOK YOURSELF ONTO ONE WEEK OR SELECT A RANGE OF SUBJECTS AND COME FOR LONGER.





# PHOTOGRAPHY

YOU WILL LEARN HOW TO USE YOUR CAMERA AND SETTINGS FOR THE BEST EFFECT. IN THIS COURSE YOU WILL LEARN TO MANIPULATE AND EDIT DIGITAL IMAGES ON A COMPUTER, BEFORE BEING READY TO PRESENT YOUR WORK IN A VISUALLY APPEALING WAY.

## **LEARN FROM PROFESSIONALS**

Our lecturers are all working professionals who will bring valuable industry experience to the programme.

## **BROADEN YOUR SKILLS IN THE INDUSTRY**

During the film photography component you will learn all about taking and developing your own photographs from initial concept to printed image. You will need to have your own digital SLR for this course.

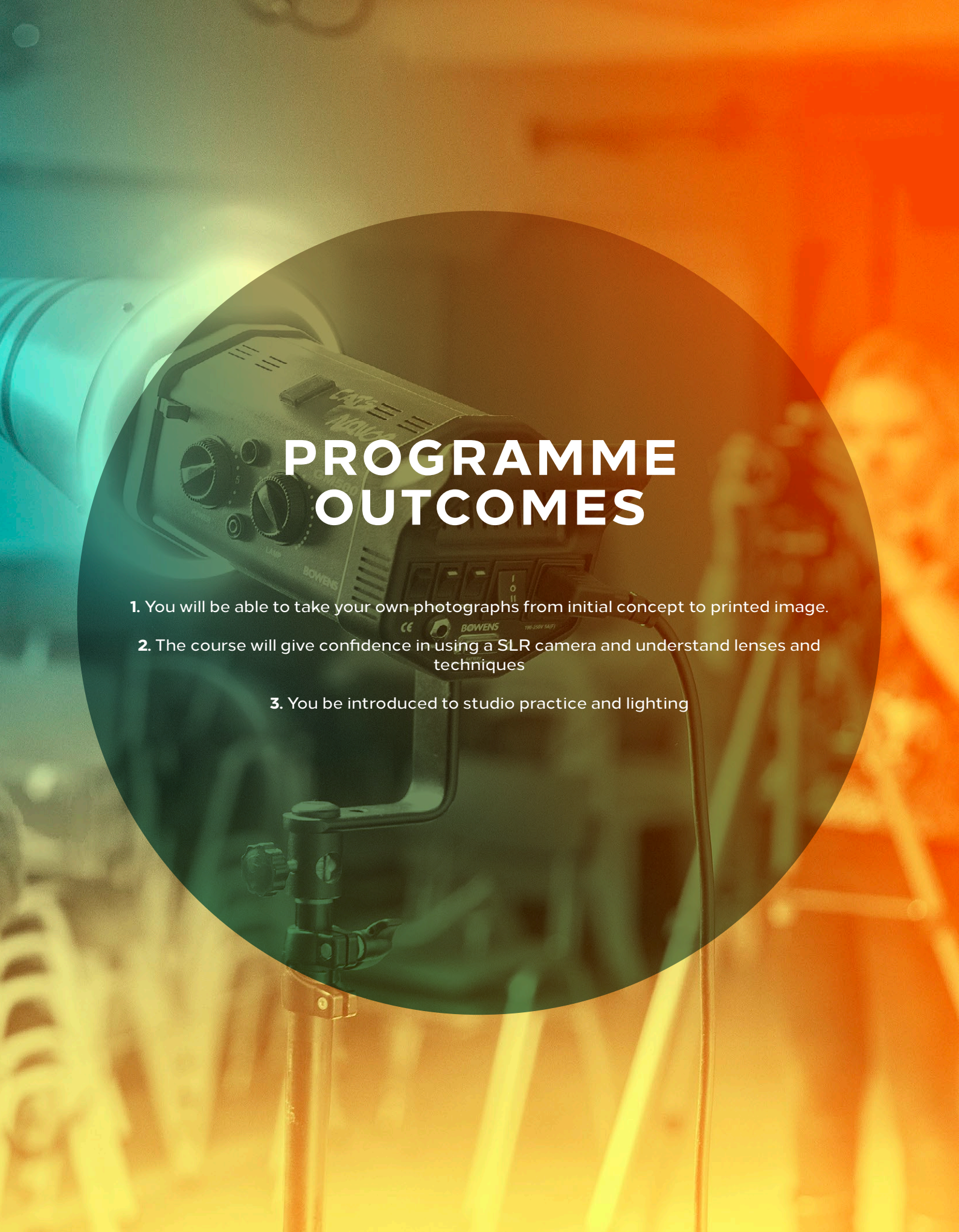
**DEVELOP YOUR SKILLS IN:**  
Photo editing | SLR training

## **DATES AVAILABLE\***

Monday 29th June 2020 to Friday 3rd July 2020

\*further dates may be available subject to demand





# PROGRAMME OUTCOMES

- 1. You will be able to take your own photographs from initial concept to printed image.
- 2. The course will give confidence in using a SLR camera and understand lenses and techniques
- 3. You be introduced to studio practice and lighting

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	<b>Briefing of Photography Specialism:</b> The Formal Elements.  <b>Examples of relevant photographers:</b> Walker Evans, William Garnett, Andre Kertesz, Moholy-Nagy, Tina Modotti, Paul Strand, Edward Weston	Students to photograph their own Formal elements images.  Students encouraged to compose carefully – fill the frame, think of colour/tone, symmetry etc.  Suggestion of free photo-editing apps to use to enhance the look of their images.	Students to upload work onto Canvas/sharing platform and discuss with the group.
Tuesday	<b>Introduction to basics of DSLR: Shutter Speed</b>  Presentation on what shutter speed is, and how it affects the look of an image.  Technical workshop on how to use shutter priority on a DSLR camera	Students to take slow, fast and panning shots on their camera	Students to create contact sheets and submit work to online sharing platform.
Wednesday	<b>Introduction to basics of DSLR: Aperture</b>  Presentation on what Aperture is, and how it affects the look of an image. (15 mins)  Technical workshop on how to use Aperture priority on a DSLR camera	Students to take low/high aperture shots on their camera	Students to create contact sheets and submit work to online sharing platform.
Thursday	<b>Nationality Recipe</b> Ingredients: Comfortable shoes A camera A music device with headphones 2 hours Space (can be indoors/outdoors)	Directions: <ul style="list-style-type: none"><li>• Step into your shoes</li><li>• Place the headphones on your head</li><li>• Once in the street (or if inside, at your starting point e.g. the front door) turn on your audio device</li><li>• Start walking (or moving through your home) without any direction and with no interruption.</li><li>• Take a photo of anything that that suggests to you your nationality e.g. Spanish/Chinese/English</li><li>• Do not talk to anyone</li><li>• Do not look at the time (set the alarm on your phone to alert to you that the exercise is over)</li><li>• At the end of the session look at your images and edit (choose) 6 photos.</li></ul>	Students to upload work onto Canvas/sharing platform and discuss with the group
Friday	<b>Introduction to basics of InDesign</b> , and how to present work in an appealing way.  Presentation on what InDesign is, and how it can be used to present work effectively (15 mins)  Technical workshop on how to use InDesign software.	Students to start using InDesign to create a 'portfolio' of their imagery from the week.	Continuation of previous activity and submission of PDFs to online sharing platform.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need their own SLR camera and will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.





# FASHION PROMOTION

FASHION COMMUNICATION IS A MULTI-SKILLED CREATIVE DISCIPLINE. THROUGH FASHION ILLUSTRATION, DIGITAL SKILLS, BRAND DEVELOPMENT AND CREATIVE MANUAL WE WILL INTRODUCE YOU TO THE KEY AREAS OF VISUAL COMMUNICATION WITHIN THE FASHION INDUSTRY. ALL WORKSHOPS WILL BE CAREFULLY PLANNED TO TEACH SKILLS NEEDED TO BUILD A KNOWLEDGE THAT EQUIPS YOU FOR FURTHER EDUCATION IN FASHION COMMUNICATION.

## **LEARN FROM PROFESSIONALS**

This programme will give you the chance to study in a fun and creative environment led by experienced tutors at CSVPA.

## **BROADEN YOUR SKILLS IN THE INDUSTRY**

Explore the world of fashion communication and get an introduction to the fashion media industry. Develop your skills in both digital and manual creative solutions in the fashion communication field

## **DEVELOP YOUR SKILLS IN:**

Brand concept | Magazine layout | Logo design | Printing processes

## **DATES AVAILABLE\***

Monday 20th July 2020 to Friday 24th July 2020

\*further dates may be available subject to demand



A woman with dark hair tied back is seen from the side, working on a large moodboard. She is holding a pen and looking at the board. The moodboard is covered with various images, including fashion photos and sketches. The background is a bright, yellow-lit studio with shelves holding more moodboards and supplies. A large, semi-transparent circle is overlaid on the image, containing the text 'PROGRAMME OUTCOMES' and a list of three outcomes.

# PROGRAMME OUTCOMES

- 1. You will develop an understanding of brand concept and the world of fashion communication
- 2. You will gain a broad understanding of magazine layouts in the fashion media industry
- 3. You will develop a basic understanding of logo design

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time
Monday	Introduction, brief, first task (choose an emerging fashion brand in the country they live, start researching)
Tuesday	Moodboards on photoshop, quick easy lessons on cutting and pasting,
Wednesday	Present: Brand research, who they like, where they sell, who endorses the brand Future: who will buy next, what celebrities match the brand 1-2-1 tutorials
Thursday	Start designing the party, start collecting research, start designing he party through moodbaords 1-2-1 tutorials
Friday	Final submission of the work, critique.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.





# FASHION STYLING

IN THIS ONE WEEK COURSE WE WILL RESEARCH AND UNDERSTAND HOW FASHION STYLING IS THE MODERN WAY OF STORY TELLING. FASHION PLAYS A KEY ROLE IN HOW WE PERFORM IDENTITY AND TELL OUR STORIES. FAMOUS EDITORIALS OF FASHION HAVE GAINED RECOGNITION BECAUSE OF ITS USE OF CLOTHING TO RE TELL STORIES INVENTED BY FASHION STYLIST. LOOKING TO CINEMATOGRAPHY AND NATURE WE WILL EXPLORE IN GROUPS HOW COLLECTIVELY A FASHION IMAGE IS MADE. UPON LEAVING THIS COURSE YOU WILL HAVE. FASHION IS MORE THAN CLOTHES, IT'S HOW WE TELL STORIES OF OUR IDENTITIES.

## LEARN FROM PROFESSIONALS

Our lecturers are all working professionals who will spend time, sharing their industry level knowledge that underpins the teaching at all levels in the college.

## BROADEN YOUR SKILLS IN THE INDUSTRY

Through research from magazines, cinematography and fashion collections you will learn how fashion styling plays a key role in how we showcase who we are in society and what each person's fashion choice depicts about them as an individual. You will also learn how to spot future fashion trends through research and fashion imagery and learn to style and shoot your own looks.

## DEVELOP YOUR SKILLS IN:

Visual storytelling | Research | Styling | Fashion photography

## DATES AVAILABLE\*

Monday 6th July 2020 to Friday 10th July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will discover how we can use fashion imagery and styling of clothing to tell stories
2. You will learn of how fashion magazines use narrative to discover new trends
3. You will develop a deeper understanding of how fashion imagery is made and the take part in the work that is done to create them

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time
Monday	Introduction, brief, first task (find 3 things in your room and every has to take a photograph in the most expressive way to show who they are)
Tuesday	Presentation on fashion styling and why it is important
Wednesday	Present: look at stylists and their work and discuss what issues they may be trying to cover Future: task to create a moodboard of images with a mindmap of what they think the future of fashion styling looks like 1-2-1 tutorials in group setting
Thursday	Presentation of how to plan a photoshoot so it covers the ideas you wish Fashion illustration class Start Shooting 1-2-1 tutorials in group setting
Friday	Final submission of the work, critique.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need their own camera or smartphone to take pictures and will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.





# PAINTING & DRAWING

USING WIDE RANGE OF MARK MAKING TECHNIQUES IN DIFFERENT MATERIALS YOU WILL EXPLORE CONTEMPORARY PAINTING AND DRAWING USING CAMBRIDGE AS YOUR INSPIRATION AND BEING GUIDED BY YOUR EXPERT TUTOR. YOU WILL VISIT A LOCAL GALLERY AND BUILD YOUR SKILLS TO INCLUDE A WIDE RANGE OF CONTEXTUAL PERSPECTIVE AND CREATE A STRONG BODY OF VISUALLY INTERESTING WORKS.

## LEARN FROM PROFESSIONALS

This programme will give you the chance to study in a fun and creative environment led by experienced tutors at CSVPA.

## BROADEN YOUR SKILLS IN THE INDUSTRY

Drawing is the basis for any creative art. This course is ideal for those that want to pursue careers in fine art and illustration. It also provides a foundation for different creative disciplines including graphics, fashion, 3D and Animation. The activities on this course help you to think creatively and challenge your mind set and approach to artistic problems. You will also have the opportunity to visit galleries and museums and gather research to inform your own responses.

## DEVELOP YOUR SKILLS IN:

Observation and self-expression | Print making | Collage |  
Mixed media Drawing | Still life

## DATES AVAILABLE\*

Monday 29th June 2020 to Friday 3rd July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will develop your understanding through experimentation with a multitude of painting and drawing techniques
2. You will have the opportunity to discuss your work and share your ideas with tutors that are industry professionals

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	<b>Introductions via Zoom</b> Group Discussion <b>Different styles of drawing portrait</b> Hatching Cross hatching Grounds Tonal rubbing Pointillism Layering	Students to try different styles of drawing using the techniques and examples shown and teacher to lead group in Zoom.	Create a work sheet of different mark making by drawing the same object e.g. cup, glass, apple ect.
Tuesday	<b>Discussion:</b> “What is Tone” and quick demonstration of light source how to see it. Student to show earlier worksheet to discus drawing techniques how to capture tone within a drawing using the techniques	Students to complete complicated tonal drawing using selected drawing technique learnt earlier. Students given an image of a complex arrangement of objects that show allow tonal drawing which they can download and print if required.	<b>Group Discussion</b> Student’s present outcomes in zoom to the whole group or in two groups (dependent on class size time zone may happen next morning?) showing their Tonal drawing.
Wednesday	Examples/Demonstrations and tasks put on Canvas for students to view group outcomes from previous day	Tutor demonstrates tricks of to draw a self-portrait in Zoom.	Student to draw teacher in Zoom under instruction of teacher of how to draw Portrait and in what order. This lesson can be made as simple or complex as student ability/knowledge demands.
Thursday	Re-cap on tonal techniques and techniques learnt about portraits.	<b>Task</b> Complete sustained scale self-Portrait in the mirror.	<b>Group Discussion</b> Students present complete outcomes to the group via Zoom the next morning. Where they will discuss the problems they found creating the portrait what was successful and what they believe to but unsuccessful.
Friday	Re-cap on previous day in zoom check previous days work discuss. Introduce the morning’s activity Colour using watercolours.	<b>Demonstration</b> Teacher demonstrates watercolour techniques. Students to follow along in Zoom. Show samples of watercolour portraits and discuss how to use colour and watercolours. Show how to chose colour pallet and mix them Students to sketch self-portrait and create Watercolour self-portrait based on techniques they have learnt.	<b>Group Discussion</b> Discussion of finished watercolour portraits discussing techniques and successes and things to improve on.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need their own charcoal, paints, pencil.





# GRAPHICS & ILLUSTRATION

USING BOTH TRADITIONAL AND DIGITAL TECHNIQUES YOU WILL EXPLORE CONTEMPORARY COMMUNICATION DESIGN AND NARRATIVE ILLUSTRATION; BY EXPERIMENTING WITH A WIDE RANGE OF SKILLS YOU WILL PRODUCE WORK THAT DEMONSTRATES ASPECTS OF BOTH GRAPHICAL AND ILLUSTRATIVE THEORY AND PROCESSES. YOU WILL LEAVE THE COURSE WITH A DIGITAL EXAMPLE OF YOUR WORK.

## LEARN FROM PROFESSIONALS

This programme will give you the chance to study in a fun and creative environment led by experienced tutors at CSVPA.

## BROADEN YOUR SKILLS IN THE INDUSTRY

Through a series of fun and engaging tasks you will learn how your work can be manipulated through hand rendered techniques and finalised digitally to add to your portfolio as you develop work, constructing a body of art work that will extend your thinking and help you to apply for further education courses.

## DEVELOP YOUR SKILLS IN:

Composition | Illustrative techniques | Typography | Portfolio Creation

## DATES AVAILABLE\*

Monday 6th July 2020 to Friday 10th July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will be able to think more creatively regarding your use of materials, mediums, composition
2. You will develop a broad understanding of typography and illustrative techniques
3. You will acquire a basic understanding of digital software to output your final work that is portfolio ready.

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	<b>Introductions via Zoom</b> Introduction, demonstration of techniques and process.  How to set up a blank file in Photoshop, and to add chosen images to it. In creating a digital collage, we will focus on learning about the selection tools, organising our work and adding colours.	Students select images, cut out and digitally assemble layers in foreground, mid ground and background folders, in their A3 file.	After the initial collation of images, students begin to compose images, adding colour and gradients.
Tuesday	Presentation off work so far, discussing common problems and solutions.  Explore how to develop our work further adding 3D effects to create the illusion of a cut out theatre using layers effects, shadows and lighting effects.	Students continue to assemble their imagined Jungles, further developing their use of the selection and gradients tools.	Using the box file, students insert their background, midground and foreground layers, adding in lighting and shadow effects to create a 3D scene.  Group presentation of work.
Wednesday	Demonstration of techniques and processes.  <b>Drawing:</b> After an introduction to the work of Gabriel Moreno, we will explore mark making with digital brushes, working over primary and secondary sources, illustrating a portrait using tonal techniques.	<b>Mark Making Exercise</b> Students will use range of Kyle Webster brushes to explore different mark making techniques.	<b>Portrait Illustration</b> Students will illustrate their chosen portrait in monochrome, working over a template.
Thursday	Demonstration of techniques and processes.  <b>Composition:</b> Using a combination of artwork from day 1 plus some large scale ink and brush effects, we will examine how to combine and layer images to create a stunning realistic effects over our portraits including body tattoos and paint splashes.	Students explore ink/paint splash effects and using the warp tool.  After confidently applying and warping layers, students develop their compositions to a final solution, exploring scale, position and colour.	Final group presentation and discussion of artwork today.
Friday	Demonstration of techniques and processes.  We will learn how to apply some of our artwork from the last 2 days to different 3D products and present these on a design sheet. We will use skills previously learned in photoshop with a focus on the warp tool and blending modes.	Students choose from a range of "blank products" to wrap their designs onto, matching the brand identity of "Library of Flowers" by Margot Elena.  These are then collated onto a presentation design sheet.	Final group discussion highlighting examples and student feedback.

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.





THIS EXCITING ONE-WEEK COURSE IS IDEAL FOR ANY BUDDING ANIMATOR STARTING OUT WHO WANTS TO DEVELOP THEIR TRADITIONAL AND DIGITAL TECHNIQUES USED IN COMPUTER ANIMATION. OVER THE COURSE OF THE WEEK, YOU WILL UNDERSTAND THE FUNDAMENTAL PRINCIPLES OF CHARACTER DESIGN, LAYOUT AND STORY BOARDING. USING 2D CHARACTER ANIMATION, TOGETHER WITH EDITING CONVENTIONS YOU WILL LEARN HOW TO PRODUCED ANIMATED SEQUENCES AND STORIES CULMINATING IN THE CREATION OF A SHORT ANIMATED FILM.

**LEARN FROM PROFESSIONALS**

This programme will give you the chance to study in a fun and creative environment led by experienced tutors at CSVPA.

**BROADEN YOUR SKILLS IN THE INDUSTRY**

You will become acquainted with the skills and knowledge that will serve as a perfect starting point for future education and possible careers in the animation industry. Throughout the course you will become familiar with storyboarding, character design, Photoshop, Illustrator, After Effects, Premiere Pro, Animate.

**DEVELOP YOUR SKILLS IN:**

Storyboarding | Character Design | Key frame animation | Rotoscoping

**DATES AVAILABLE\***

Monday 13th July 2020 to Friday 17th July 2020

\*further dates may be available subject to demand



# PROGRAMME OUTCOMES

1. You will learn how to construct narrative using storyboard and character design techniques
2. You will explore how to make an animated sequence using the latest Adobe software

## SAMPLE TIMETABLE

Day	8:00–11:30 UK Time		
Monday	Introduction <b>Animation Basics</b> Frame rates Key frames Dope sheets <b>PS animation</b> Create abstract test clip Create 1 second looping animation	<b>Animate animation</b> Create 3 second character/object-based sequence	<b>AE animation</b> Create 2D animation using puppet Extension Task: Add 3D elements to sequence
Tuesday	<b>Idea creation</b> Synopsis writing Presenting Ideas	<b>Presentation</b> Character design	<b>Character design task</b> Collect reference images Create rough thumbnails Create more detailed versions Final turnaround of characters
Wednesday	<b>Presentation: storyboarding</b> Visual language Shots Angles	<b>Storyboarding task:</b> Creating rough thumbnail version	Creating final version Present storyboards, prepare rough timing.
Thursday	Presentation on Key frames & extremes.	Create keyframes & extremes of movement.	Create rough animatic line test Shot break down, planning timing, key frame animating
Friday	<b>Presentation of making animatics using:</b> Animate AE Premiere	Making animatic sequence <b>Sound</b> Create/add sound/music	Present animatics

This sample timetable is illustrative and is subject to change. We reserve the right to amend this schedule without prior notice.

### EQUIPMENT NEEDED

Students who take this course will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week.



## WHO IS IT FOR?

THE COURSE IS AIMED AT ANY STUDENT  
AGED 14 TO 18 YEARS WHO IS INTERESTED  
IN ART & DESIGN

COMPLETION OF THE COURSE CAN ENABLE  
PROGRESSION ON TO OUR UNIVERSITY  
OF THE ARTS LONDON AWARDING BODY  
EXTENDED DIPLOMA OR FOUNDATION  
DIPLOMA.

## ABOUT THE WEEKLY PROGRAMMES

1 week practical and social programme aimed at students aged 14 years+

International students should have at least an Upper Intermediate level of English

### DURATION

1 week

### AVERAGE CLASS SIZE

10 students

### HOURS PER WEEK

17.5

### ACTIVITIES (3 HOURS A WEEK)

Each week we will a range of activities, including fun quizzes, interactive tours of national museums and galleries and team games.

### ENTRY REQUIREMENTS

Students who take our courses will need to download a free trial of the Adobe Creative Cloud suite to use throughout the week

**PRICE:** £500

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## HOW TO APPLY

Face to face via your Education Agent

Online [www.csvpa.com](http://www.csvpa.com)

Email [admissions@csvpa.com](mailto:admissions@csvpa.com)

Telephone +44 (0) 1223 345698



## TO ENQUIRE CONTACT

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