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Week 1: June 26-30 Week 4: July 17-21
 Week 2: July 5-7 Week 5: July 24-28
 Week 3: July 10-14 Week 6: July 31-Aug. 4



Minecraft® Animators Grades 3-8

Bring your favorite Minecraft® characters to life in an animated short film! Learn how studios like Pixar and Disney make movies such as "Inside Out" and "Frozen" by using key framing, tweening, texturing, and animating 3-D model techniques. Campers end the class with a short film to share with friends and family. Note: Campers do not need to own a Minecraft® account to use the software in this class. They work in pairs or teams for most of the class. Returning campers can create more advanced projects that build on previous years.

Week Offered	Time	Fee
June 26-30 (gr. 3-5)	morning	\$230
June 26-30 (gr. 6-8)	afternoon	\$230

Minecraft® Designers NEW! Grades 3-8

If you love the game Minecraft® and always wanted to design your own world, this class is for you! Discover how to create a custom map, learn the basics of creating 3-D models using new software to design your very own objects, build with Redstone and Command blocks, and create custom textures to import at home or share with friends. To access their project at home, campers must own a PC/Mac version of Minecraft®. Tablet, phone, and game console versions of Minecraft® are not compatible. Campers work in pairs or teams for most of the program. Returning students can create more advanced projects that build on previous years.

Week Offered	Time	Fee
July 24-28 (gr. 6-8)	morning	\$230
July 24-28 (gr. 3-5)	afternoon	\$230

Minecraft® Modders NEW! Grades 3-8

Use your favorite game to learn the basics of modding and foundations of programming. Learn scripting and logic statements as you create your first mods! Introductory coding is also taught through a simulated environment inspired by Minecraft®. To access their project at home, campers must own a PC/Mac version of Minecraft®. Tablet, phone, and game console versions of Minecraft® are not compatible. Campers work in pairs or teams for most of the program. Returning students can create more advanced projects that build on previous years.

Week Offered	Time	Fee
July 17-21 (gr. 3-5)	morning	\$230
July 17-21 (gr. 6-8)	afternoon	\$230

Minecraft® Transportation Grades 4-6

Build railway systems, elevators, water flumes, and slides and explore flight using cannons. Using Redstone and the building materials available, campers create unique transportation systems and mechanisms. The class delves into how these systems work while comparing them to similar systems in the real world. Campers use a special EDU version of Minecraft® (for PCs) to provide a multiplayer, interactive, and safe environment to learn and explore.

Week Offered	Time	Fee
July 17-21	afternoon	\$290

Video Game Animation NEW! Grades 3-8

Take your game design skills to the next level by creating and animating your own character sprites, objects, and backgrounds. Start with a name, then develop the character's personality, signature moves, special powers, and a story line. Finish with a fully animated character to be used in your very own game. Campers do not need any prior experience in game design, animation, or sketching. Games are only compatible on PC computers. Campers work in pairs or teams for most of the program. Returning campers can create more advanced projects that build on previous years.

Week Offered	Time	Fee
July 24-28 (gr. 3-5)	morning	\$230
July 24-28 (gr. 6-8)	afternoon	\$230

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