



Digital Arts and Design Workshop for High School Students

14-18 July 2024

9:30am -3:30pm

EUI's campus – Knowledge City – New Capital

Objective:

This comprehensive workshop is designed to introduce high school students to the fundamentals of digital arts, equipping them with the necessary skills to create innovative and creative digital artworks. Through interactive sessions and hands-on activities, students will gain a solid understanding of computer programming and coding, graphic design software such as Adobe Photoshop and Illustrator, animation and motion graphics, digital painting and illustration, and 3D modeling and rendering. By the end of the workshop, students will have the skills and confidence to create their own digital artworks, including a portfolio of original pieces, and will be able to think creatively, experiment with different techniques and styles, and use digital tools to communicate their ideas and vision.

Timeline:

Time	Activity
14 July 2024	
9:30 am-11:30 am	Introduction to Digital Arts: defining Key terms and the importance of digital arts
11:30 am-12: 30 pm	Lunch Break
12:30 pm-1:30 pm	Fundamentals of traditional drawing: drawing techniques and practicing drawing on paper – Part 1
1:30pm-2:30 pm	Break
2:30pm-3:30 pm	Fundamentals of traditional drawing: drawing techniques and practicing drawing on paper – Part 2
15 July 2024	
9:30 am-11:30 am	Introduction to Digital Drawing: essential software and practicing digital drawing on computers
11:30 am-12: 30 pm	Lunch Break
12:30 pm-1:30 pm	Digital Character Drawing: face and body drawing techniques, and designing creative characters- Part 1

1:30pm-2:30 pm	Break
2:30pm-3:30 pm	Digital Character Drawing: face and body drawing techniques, and designing creative characters- Part 2
16 July 2024	
9:30 am-11:30 am	Introduction to augmented reality technology and its different applications
11:30 am-12: 30 pm	Lunch Break
12:30pm-1:30 pm	Designing an augmented reality experience using different tools, and creating a 3D Model- Part 1
1:30pm-2:30 pm	Break
2:30pm-3:30 pm	Designing an augmented reality experience using different tools, and creating a 3D Model- Part 2
17 July 2024	
9:30 am-11:30 am	Preparing augmented reality content: writing scripts, recording audio, and creating animations
11:30 am-12: 30 pm	Lunch Break
12:30pm-1:30 pm	Merging augmented reality content with a 3D Model, testing the experience, and making adjustments- Part 1
1:30pm-2:30 pm	Break
2:30pm-3:30 pm	Merging augmented reality content with a 3D Model, testing the experience, and making adjustments- Part 2
18 July 2024	
9:30 am-11:30 am	Editing and producing a short augmented reality film: using video editing software, and integrating sound and visual effects
11:30 am-12: 30 pm	Lunch Break
12:30pm-1:30 pm	Screening the short augmented reality films, discussing the films, and awarding certificates of participation- Part 1
1:30pm-2:30 pm	Break
2:30pm-3:30 pm	Screening the short augmented reality films, discussing the films, and awarding certificates of participation- Part 2



Eligibility Criteria:

- The student must be enrolled in one of the high schools across Egypt.
- The student must be at least 14 years old.
- The student must have basic computer skills.
- The student must commit to full attendance over the 5-day period.

Non-refundable Registration Fees: 500 LE

Payment Methods: <https://eui.edu.eg/en/admission/payment-methods/>

Registration Form: <https://forms.gle/kEdNQKv8vC7moNhb6>

Important Notes:

*** Course timings and content may vary slightly depending on the needs of the students

*** **Two way free transportation will be provided to attendees on the five days.**