



## Students complete two required sessions taught by professional trainers (online or in-person)

- Adobe Photoshop Fundamentals
- Adobe Photoshop Fundamentals (Elementary)
- Advanced Digital Photography
- Introduction to Digital Photography
- Project Management Lessons (Elementary)
- Project Management Lessons
- Stand & Deliver
- Discover Your True Colors
- Adobe Light-Room
- Get started with an Intro to Light-Room CC on a mobile device
- Drone for Students 101  
(Only 6th Grade and Higher)
- Create a Library of Useful Game Materials in Substance Designer
- Game Prop Creation in Maya and Substance Painter
- Introduction to VR with the Oculus Rift
- Level Design in Unreal Engine
- Level Script in Unreal Engine
- Geospatial Data Analyst Workshop
- Mapping with Drones Workshop
- Maps & Apps Bootcamp
- Reality Capture Workshop
- Creating Digital Environments in Blender
- Introduction to Unity (Elementary)
- Logical Thinking by Making a Game in Unreal
- Create Android Apps with MIT App Inventor
- Pre-Production with Storyboarding
- Systems Administration
- Introduction to Programming in Python
- Modeling Game Assets: Modeling & Mapping in 3ds Max
- Modeling Game Assets: Modeling and Mapping in 3ds Max
- Apple iOS Apps
- Learn 3D with Adobe Photoshop
- Web Design: Website from Beginning to End
- Introduction to Revit
- Introduction to Game Design
- Designs Fundamentals
- Pre-Production with Storyboarding
- Designing in Fusion 360 for 3D Printing
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- The Fundamentals of Slicing Settings and 3D Printer Repair
- Adobe After Effects
- Adobe Illustrator
- Adobe InDesign
- Make a Movie
- Premiere Pro
- The Interview - How to set up for a Camera Interview
- Video Camera Workshop
- Getting Started with Final Cut Pro X
- Introduction to Unity and Virtual Reality

## Training Locations:

- Little Rock
- Fayetteville
- Regional Locations (varies each year)