



program guide

art and design programs with a real-world edge



GREEN APPLE
ART CENTER

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art and design programs with a real world edge

about us

Green Apple Art Center has 15 years of experience helping students become leaders in creative industries. Build a strong technical foundation, apply your skills in industry-focused projects, and develop them into a stand-out portfolio with our series of courses, feature programs, and extracurriculars. Whether you are in Grade 4 or 12, our instructors deliver a variety of content that allows students to explore new media and disciplines, challenge their skill levels, and grow as artists and designers.



our programs

We offer not only foundational courses in art and design, but also specialized programs for students wishing to pursue careers in architecture, interior design, industrial design, animation, film, game design, and fashion. Students are taught by industry professionals, practising artists, and university instructors from a range of disciplines who challenge students' creative thinking and technical skills with curriculum that continually evolves to keep up with current industry standards.

our three pillars

1

Foundations

Build a strong foundation for a career in a creative field by honing your technical skills. Courses cover a range of topics including pencil drawing, perspective drawing, and painting in acrylic, oil, and watercolour.

Courses include Drawing and Painting Foundations, Figure Drawing, 3D Explorers

2

Development

Develop a portfolio that sets you apart from other students through a rigorous program that focuses on research, ideation, documentation, and experimentation.

Courses include Art Gallery Program, Competition Preparation, Creative Design Challenge, Portfolio Development, New York Fashion Week

3

Applied Arts

Elevate your skills in creative industries that interest you, including architecture, industrial design, fashion design, and new media. Learn advanced technical skills, gain in-depth knowledge, and expand your portfolio with courses taught by industry professionals.

Courses include Animation Concept Art, Architectural Design, Illustration, Video Production, and Fashion Design



our instructors

Whether they are industry professionals, practising artists, or university instructors, they are all experts in their fields. Our instructors work closely with students to understand their individual learning styles and take their skills to the next level.



an art education that will get you where you want to go

your personalized learning plan

All students receive a personalized consultation with our professional education consultant before enrolling. Throughout each course, instructors observe their students' technical abilities and creative thinking skills to determine strengths and areas for growth. At the end of every twelve-week program, our planning team assesses students' performance and works with parents to refine their student's custom learning plan.

Visit greenappleartcenter.ca today to receive your personalized learning plan.

Our Location

Green Apple Art Center
#314 - 2150 West Broadway
Vancouver, BC V6K 4L9

Website greenappleartcenter.ca

Email info@greenappleartcenter.ca

Telephone 604 261 6368





can you have a career in a creative industry?

At Green Apple Art Center, we know you can. If you're in Grades 10 - 12, it starts with our Advanced Consultation, where we help determine where to apply and develop a customized program to help you get there. This goes above and beyond our standard Personalized Learning Plan. From your portfolio, to your interview, to your presentation and leadership skills, our process helps you stand out from the crowd and prepare for a creative career that is one of a kind.

For students in Grades 10 - 12 who are thinking about pursuing art and design in university, we provide comprehensive and personalized education planning services, including:

- Advanced Consultation
- University Recommendation
- Portfolio Planning
- Written Application Guidance
- Interview Preparation
- Admissions Seminars and Portfolio Reviews
- Presentation Skills and Leadership Training
- University Summer Camp Application

You can read more about the **Portfolio Development Program** in the Grades 10 - 12 Section of this catalogue, or **visit the University Preparation Program section on our website.**



our feature programs

Round out your portfolio, develop leadership skills, enter awards, and take part in once-in-a-lifetime opportunities with our Feature Programs. Eligible students in Grades 7 - 12 can choose from the following:

New York Fashion Week Program	Grades 10 - 12
Art Gallery Program	Grades 7 - 12
Creative Design Challenge	Grades 10 - 12
Competition Preparation	Grades 7 - 12

new york fashion week

Design and showcase your work on the runway at New York Fashion Week.

Be part of the only group of high school students to display their work at New York Fashion Week. Led by a team of experienced instructors, students design and unveil their work on one of the world's biggest fashion stages.

Benefits: Past student work has received recognition from industry professionals, and was covered extensively by the international press and social media. Off the runway, students also have the opportunity to launch their brands by expanding their professional networks at industry events.

Instructor: Alison Guan

Co-founder of Green Apple Art Center, Alison Guan, has over 15 years of teaching experience. She believes in nurturing students' passions, teaching with creativity, and learning through self-reflection.

12 Week Course

Saturday 9:30 - 12:30 PM



art gallery program

Learn about artists and their work in their natural habitat – the gallery.

Study artists in the real world by experiencing the latest local exhibitions. Students will learn about a variety of styles and techniques through observation and extensive research. After visiting the gallery on the first class, students choose their favourite artist or designer to research in greater depth, exploring not only their biography, but also their style, use of colour, and approach to composition. By the end of the course, students produce their own piece inspired by their artist of choice.

In the past, we've brought our students to Takashi Murakami: The Octopus Eats Its Own Leg (2018), BOMBHEAD (2018), The Beaty Biodiversity Museum (2018), Susan Point: Spindle Whorl (2017), Pacific Crossings: Hong Kong Artists in Vancouver (2017), Howie Tsui: Retainers of Anarchy (2017), MashUp (2016), Picasso: The Artist and His Muses (2015), Bharti Kher (2015), and Juxtapoz x Superflat (2015).

12 Week Course

Saturday 1:30 - 4:30 PM



creative design challenge

Take part in an international design competition using the design process taught at Stanford and Harvard Business Schools.

Students use 'Design Thinking' methods taught at Stanford and Harvard Business Schools to solve real-world problems as part of a international design challenge in Silicon Valley. Working in groups, students research, design, and prototype a 3D 'machine.'

Benefits: Students will compete with several hundred students from across North America for the opportunity to travel to Silicon Valley to put their design to the test.

Instructor: David Youngson

David is a Vancouver-based designer whose body of work includes exhibition design, creative strategy, and branding. In addition to designing exhibitions for a range of major cultural centres, he was the creative director for the rebrand of the Vancouver Canucks. Other past clients include the City of Richmond, the District of West Vancouver, VanDusen Botanical Gardens, and the UBC Beaty Biodiversity Museum. He is also a guest lecturer at the UBC Sauder School of Business and SFU Centre for Digital Arts. As an instructor, David focuses on design thinking methods and multi-layered, discussion-based learning.

12 Week Course

Saturday 1:30 - 4:30 PM





competition preparation

Improve your chances of winning an internationally-recognized Scholastic Art & Writing Award.

The Scholastic Art & Writing Awards is one of the largest creative competitions in the United States, with over 300,000 artworks submitted annually by students in Grades 7-12. Since its establishment in 1923, award recipients have included Andy Warhol, Truman Capote, Stephen King, and Lena Dunham. This class supports students in developing and submitting their work.

Benefits: Nearly \$250,000 in scholarships are distributed annually to winning students. In addition to a scholarship, winners of national awards receive recognition at the annual Awards Ceremony at Carnegie Hall in New York City, and the honour of exhibiting their work across the United States in the ART.WRITE.NOW Tour.

12 Week Course

Tuesday - Friday	4:00 - 7:00 PM
Saturday - Sunday	9:30 - 12:30 PM 1:30 - 4:30 PM

Can you have a career in a creative industry? At Green Apple Art Co we know you can. It starts with our Advanced Consultation, where we help determine where you want to go, then we help you apply and develop a customized program to help you get there. From your portfolio, to your interview, to your presentation and leadership skills, our process helps you stand out from the crowd and prepare for a creative career that is one of a kind.

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grades 10-12

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portfolio development program

Our Portfolio Development Program helps you determine what to study, where to study, and most importantly: how you're going to get there.

①

what to study

We help students determine what creative career they should pursue.

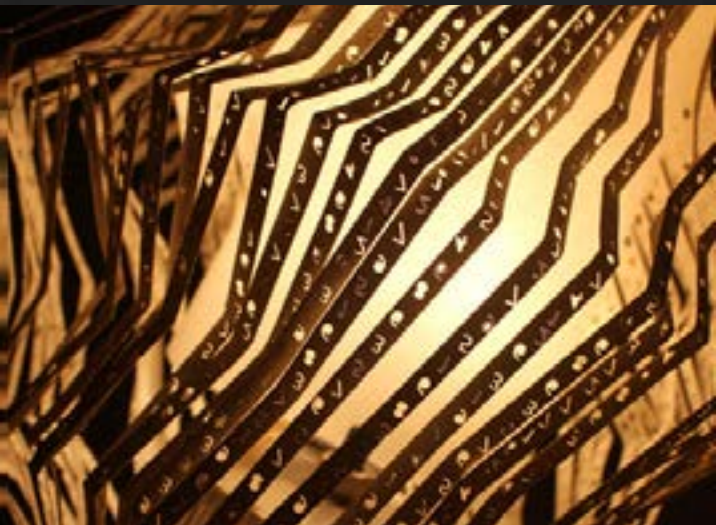
Advanced Consultation We meet with students one-on-one to understand their career goals and individual needs.

②

where to study

After they know what they want to do, we help students figure out where to go to university to achieve their goals.

University Recommendation Based on our meeting, we identify a list of universities that align with the student, taking into account not only universities' locations and cultures, but also their teaching models and career prospects.



③ how to get accepted

We help students attend their dream schools by walking them through every step of the application process and helping them build strong portfolios.

Advanced Portfolio We take the time to get to know our students, identifying their unique talents, strengths, and areas for growth so that we can help them craft a portfolio tailored to their needs, ambitions, and target universities.

Application Writing and Interview Skills

Our professional planning service helps students with their written applications, personal statements, and other required written material to ensure a smooth application process.

Mock Portfolio Reviews Preparatory classes featuring mock portfolio reviews from industry professionals help students perfect what can often be the most intimidating part of an application.

Admissions Seminars and Portfolio Reviews

We invite university admissions officers to host seminars for our students where they provide program information, admissions tips, and portfolio reviews.

Presentation Skills and Leadership Students prepare for university through collaborative group projects that target presentation skills, leadership, and public speaking.

University Summer Camp Application We assist in summer camp applications, helping students elevate their education and expand their portfolio through short-term courses at universities around the world.

12 Week Course

Tuesday - Friday	4:00 - 7:00 PM
Saturday - Sunday	9:30 - 12:30 PM
	1:30 - 4:30 PM

architecture

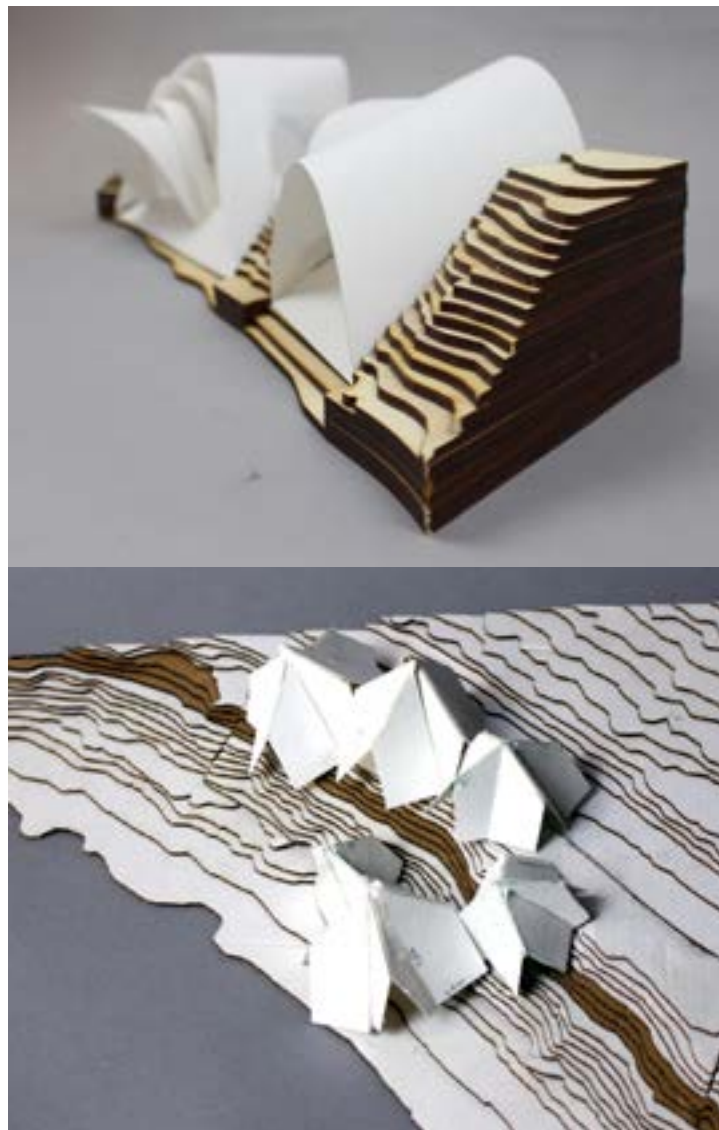
Content varies depending on the instructor's current interests and expertise, and often features design challenges he has encounters in his practice in order to give students the opportunity to tackle real-world problems. Design projects can range from a piece of furniture to a tower, and from a small house to a master-planned urban community. Regardless of the subject matter, students develop an understanding of the relationship between the human body and architectural space, and create a series of study models that evolve into a detailed model. On the last day, students present their model with a slideshow that explains the evolution of their work from ideation to final design.

Instructor: Chee Yuen Choy

Chee has over a decade of experience in architectural design, working with firms like Kengo Kuma, OMA, and Henning Larsen. Notable projects include Hongkuo SOHO, Prince Plaza, and the French International School. Chee focuses on materiality, phenomenology, the urban landscape, and architectural geometry, striving for innovative design that pushes technical boundaries.

12 Week Course

Sunday 9:30 - 12:30 PM





AP studio art intensive

Challenge your skills and develop a cohesive body of work for the Advanced Placement (AP) Studio Art exam. Instructors guide students through the requirements, research, and development of a series of artworks on their topics of choice. Students create a total of 24 pieces to meet the Breadth and Concentration requirements for the AP exam.

12 Week Course

Tuesday - Friday	4:00 - 7:00 PM
Saturday - Sunday	9:30 - 12:30 PM 1:30 - 4:30 PM

concept art for animation (level 1)

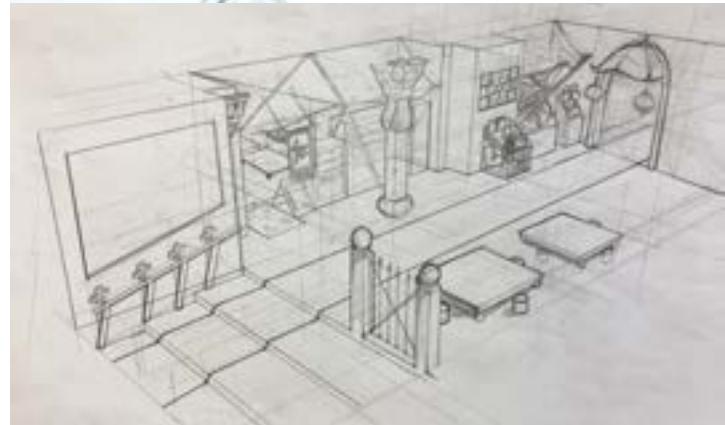
Students learn the fundamentals of illustration and visual development, beginning with composition, draftsmanship, value, and colour. Subject matter includes character design, environments, and prop design. Students will gain experience with compositional studies, thumbnailing, and the typical workflow for illustration and concept art.

Instructor: Odera Igbokwe

Odera is an illustrator and painter from Brooklyn, New York, with a BFA in Illustration from Rhode Island School of Design. Odera explores storytelling through afro-diasporic mythologies, black resilience, and magical girl transformation sequences. Their work alchemizes colour, movement, and queer magic to weave together ancient narratives with afrofuturist visions.

12 Week Course

Saturday 1:30 - 4:30 PM





concept art for animation (level 2)

Building on fundamental skills developed in Level 1, students employ research, critical thinking, craft, and storytelling to redesign an existing intellectual property for a different demographic and medium. This course is tailored heavily towards the entertainment industry, with an emphasis on creating believable environments and charismatic characters for use in animation, film, or games. In addition to observing images and doing studies, this course features fun presentations, fast work sessions, and a loose, high-energy, and collaborative atmosphere.

Instructor: Jesse Schliperoort

Jesse has over a decade of experience in Vancouver's animation and video game industry. Career highlights include working abroad in Kilkenny, Ireland, and San Francisco, California. He currently freelances and teaches in the Animation Concept Art Program at Vancouver Film School.

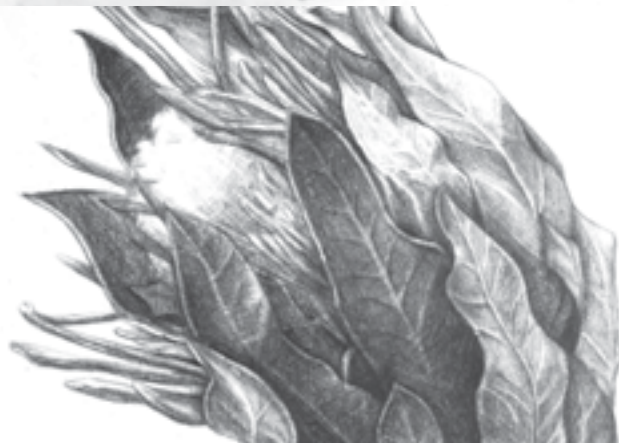
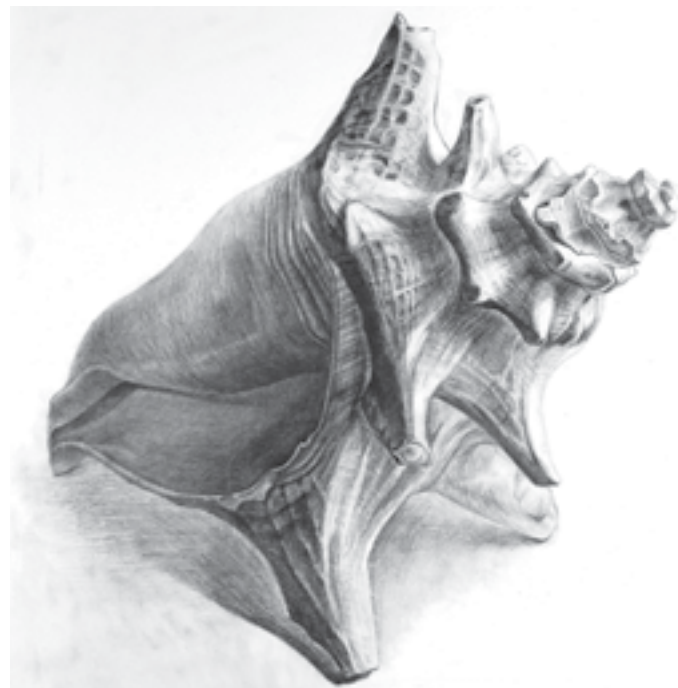


12 Week Course

Sunday 1:30 - 4:30 PM

drawing & painting

Establish fundamental technical skills through pencil sketches, painting in acrylic, oil, and watercolour, and perspective drawing. Working with point, line, form, texture, tone, and value, students explore a variety of representational techniques and methods for visual problem solving. The skills developed in this course are essential for building a strong portfolio.



12 Week Course

Tuesday - Friday 4:00 - 7:00 PM



3D design

Explore the design principles, drawing fundamentals, and spatial relationships specific to the 3D world. Students work with a variety of materials including paper, wood, and acrylic to design and prototype structures and develop a better understanding of how objects function in space. This course is designed specifically for students who are interested in architecture or industrial design.

12 Week Course

Tuesday - Friday 4:00 - 7:00 PM

figure drawing

Study basic human anatomy, the hierarchy of the figure in art-making, and a variety of figure drawing techniques. Working from a live, nude model, students have the opportunity to draw a range of poses for short, medium, and extended periods of time. Students will learn to establish the center line, measure and re-adjust for accurate proportions, and apply figure drawing techniques to other media and subject matter. Figure drawings are essential portfolio pieces for applications to art and design schools.

Instructor: Odera Igbokwe

Odera is an illustrator and painter from Brooklyn, New York, with a BFA in Illustration from Rhode Island School of Design. Odera explores storytelling through afro-diasporic mythologies, black resilience, and magical girl transformation sequences. Their work alchemizes colour, movement, and queer magic to weave together ancient narratives with afrofuturist visions.

12 Week Course

Thursday 4:00 - 7:00 PM



sketchbook

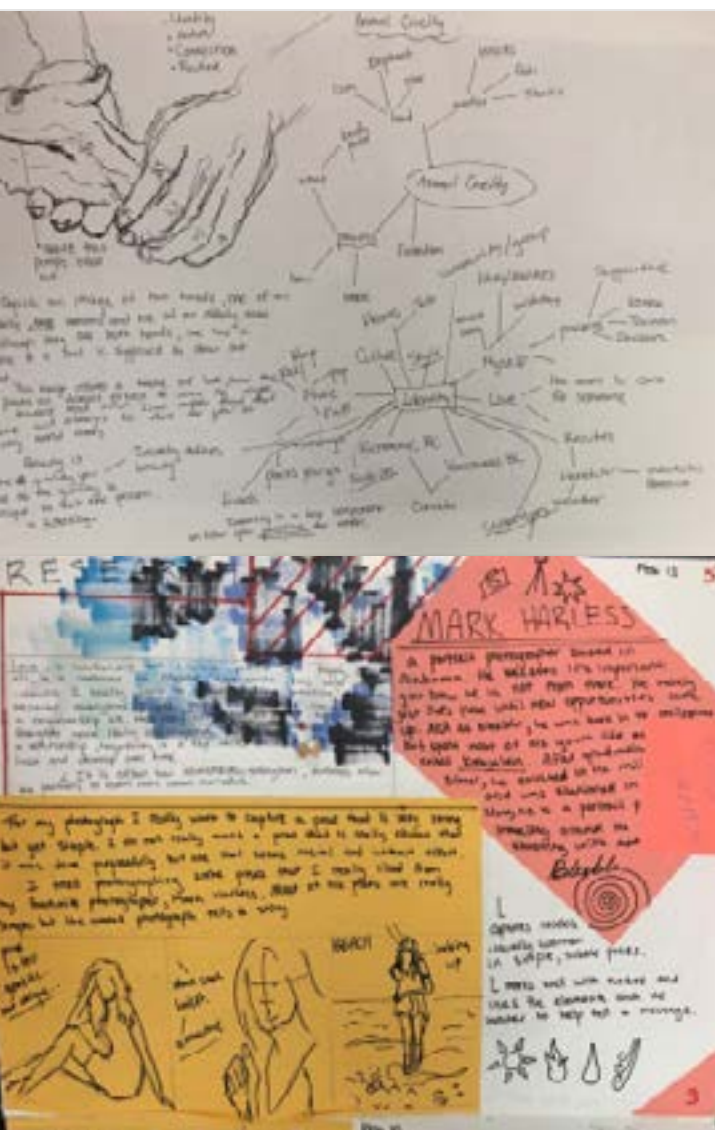
What is a sketchbook? It's a living document that shows your personal creative process at every phase, from research and inspiration, to ideation and final design. Many university admissions offices place great weight on sketchbooks because they reveal your progress, critical thinking, technical exploration, and particular way of seeing the world. It provides insight into your personality, creativity, style, strengths, and weaknesses. This course guides student in building their sketchbook through a variety of topics, prompts, mediums, and creative techniques. We also invite instructors from various disciplines to give students a peek into how professional creatives observe and document the world around, including:

- Odera Igboke (Animation & Illustration)
- Brenda Torres (Animation & Illustration)
- Chee Yuen Choy (Architectural Design)
- David Youngson (Architectural Design)
- Alison Guan (Fashion Design)
- Christian Xu (Industrial Design)
- Roger Black (Film)
- Mira Song (Fine Art)

12 Week Course

Saturday

1:30 - 4:30 PM



Is your student interested in art and design? Grades 7-12 are an optimal time for them to explore their creative interests and cultivate their initial artistic skills. The Green Apple Art Center offers a variety of classes for students at all levels that help students not only develop their technical skills, but also discover their own new creative fields.

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grades 7-9

courses

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- 28 illustration (level 1)
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architecture (level 1)

Learn the basic principles of architecture and architectural problem solving in a studio setting that emulates the design thinking processes taught at major universities. Topics include the architectural concepts of space, form, function, environment, and technology. Students also participate in research, ideation, and hands-on design thinking activities.

Instructor: Hamid Shayan

Hamid has a PhD in Architecture and was an assistant professor and guest lecturer at several universities in his home country of Iran. He has also taught at the Southern Alberta Institute of Technology. As a designer, he has provided technical support, creative direction, and design work for numerous projects in Alberta and BC. Much of his work involves leading complex projects and mentoring junior staff in facing design challenges with creativity. As a teacher, Hamid emphasizes design thinking, observation of the built environment, and hands-on presentation skills.

12 Week Course

Saturday 1:30 - 4:30 PM





architecture (level 2)

Tackle architectural problems using the 'Design Thinking' methods employed at some of the most innovative companies around the world. Students research, ideate, and prototype solutions to a variety of architectural challenges, with the option to develop a single portfolio project, or work on a series of smaller design charrettes.

Instructor: David Youngson

David is a Vancouver-based designer whose body of work includes exhibition design, creative strategy, and branding. In addition to designing exhibitions for a range of major cultural centres, he was the creative director for the rebrand of the Vancouver Canucks. Other past clients include the City of Richmond, the District of West Vancouver, VanDusen Botanical Gardens, and the UBC Beaty Biodiversity Museum. He is also a guest lecturer at the UBC Sauder School of Business and SFU Centre for Digital Arts. As an instructor, David focuses on design thinking methods and multi-layered, discussion-based learning.

12 Week Course

Tuesday - Friday 4:00 - 7:00 PM

illustration (level 1)

Develop an understanding of the fundamental techniques and materials of illustration. Through sketchbook exercises that focus on experimentation and concept development, students cultivate not only their drawing skills and understanding of colour theory, but also their creative thinking abilities, learning to express their ideas visually with their individual perspectives. Over the course of the class, students develop their ideas from sketchbook sketches to finished pieces.

Instructor: Brenda Torres

Brenda is a graduate of Vancouver Film School's 2D Animation program and currently studies Illustration at Emily Carr University. As an illustrator, she has worked at various companies including AT&T, Centro Fox, Homer Street Café and Bar, and Action in Africa. Brenda also spent seven years abroad providing art workshops for youth in Asia, Mexico, South America, and Europe. As a teacher, she believes creativity is essential for problem solving.

12 Week Course

Tuesday 4:00 - 7:00 PM





illustration (level 2)

Expand upon the fundamental illustration skills developed in Level 1 through storytelling, character design, comic creation, and stylistic exploration. Students focus on refining drawing skills, experimenting with different media, using digital tools, and developing a better understanding of illustration within the context of graphic novels, background design for animation and gaming, and character design.

Instructor: Brenda Torres

Brenda is a graduate of Vancouver Film School's 2D Animation program and currently studies Illustration at Emily Carr University. As an illustrator, she has worked at various companies including AT&T, Centro Fox, Homer Street Café and Bar, and Action in Africa. Brenda also spent seven years abroad providing art workshops for youth in Asia, Mexico, South America, and Europe. As a teacher, she believes creativity is essential for problem solving.

12 Week Course

Saturday

1:30 - 4:30 PM

fashion design

Get hands-on experience learning what it's like to be a fashion designer. Through a variety of projects, students learn how to hand-stitch, use a sewing machine, read patterns, and work with different types of fabrics. Students will come out of the course with a series of sewn works that showcase their skills.

Instructor: Wendy Tong

Wendy graduated from Xi'an Textile Institute before studying at IFA Paris in Shanghai, and Bunka Fashion College in Japan. Wendy's expertise includes haute couture for men and women, advanced draping techniques, and high-end dressmaking.

12 Week Course

Sunday 1:30 - 4:30 PM



drawing with purpose

Free your imagination while learning to think and see critically. In this class, students come up with their own conceptual approaches to drawing exercises, refining their technical skills while developing their artistic voices and exploring ways of seeing the world. Students also practise articulating their work and giving constructive feedback to their peers through presentations and class critiques.

Instructor: Fiona Tang

Fiona earned her BFA in Drawing from Emily Carr University in 2014 and has since exhibited work at numerous galleries across the Lower Mainland, including several dual and solo shows. She was also part of the public art project, "No.3 Road Art Columns" in Richmond, BC. Fiona is known for her expressive, larger-than-life drawings of animals, using scale to emphasize the interaction between her work and the viewer.



12 Week Course

Friday 4:00 - 7:00 PM

drawing & painting

Build a strong technical foundation through pencil sketching, pen and ink drawing, acrylic painting, watercolour painting, and perspective drawing. Through demonstrations, students are introduced to new methods, materials, and approaches to drawing. Over the course of the class, students produce a series of progressive works that demonstrate the conceptual and technical aspects of drawing, including point, line, form, texture, tone, value, mass and volume, and composition.

Instructor: Mira Song

Mira is an interdisciplinary artist who has exhibited in Vancouver, Toronto, Hong Kong, and Seoul. She has a Masters of Applied Arts from Emily Carr University, a Certificate in Garden Design from UBC, and a BFA from Korea National University of Arts in Seoul. Mira explores the ways in which natural and constructed public spaces are reframed through the lens of different senses by appropriating objects and images from these spaces into multimedia works, including painting and sculpture. Her work has been featured in the Vancouver Sun and Magenta Magazine, and is also in private collections in Canada, the United States, and South Korea.

12 Week Course

Tuesday - Friday	4:00 - 7:00 PM
Sunday	9:30 - 12:30 PM





3D design

Explore the design principles, drawing fundamentals, and spatial relationships specific to the 3D world. Students work with a variety of materials including paper, wood, and acrylic to design and prototype structures and develop a better understanding of how objects function in space. This course is designed specifically for students who are interested in architecture or industrial design.

12 Week Course

Sunday

9:30 - 12:30 PM

portfolio foundations

Jumpstart your portfolio through exploring a range of media and studio practises. Students expand their visual vocabulary, refine their technical skills, and discover their artistic voice through a variety of projects that help lay the foundation for their final portfolio in Grades 10-12.

12 Week Course

Tuesday - Friday 4:00 - 7:00 PM
Saturday - Sunday 9:30 - 12:30 PM
1:30 - 4:30 PM





video production

Create your own video from initial concept to final edit. Develop an understanding of the process of video creation from pre-production to production and post-production, discover how to break down motion into frames, and learn how to layer sound on images.

Instructor: Roger Black

Roger studied the creative side of video at Ontario College of Art and Design, and the technical side at Humber College. Over the past 25 years, he has worked in Toronto and Vancouver both behind the camera and in pre-production and editing.

12 Week Course

Sunday 1:30 - 4:30 PM

**Even Picasso was a kid o
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your students explore th
creativity. Unleash their
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courses that not only let
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grades 4-6

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3D explorers

Play with materials, build forms, and develop an understanding of spatial relationships in 3D space through this introductory course. Students experiment with a range of hands-on making processes that nurture their imaginations and their spatial awareness.

Instructor: Evelyn Chua

Evelyn graduated from UBC with a Bachelor of Music and is currently studying at Capilano University's IDEA School of Design. Teaching has been a natural progression for Evelyn, combining her creative expertise with her experience working with elementary and secondary students. Her interests include design, illustration, and music.

12 Week Course

Sunday 9:30 - 12:30 PM





much ado about shakespeare

Welcome to the world of William Shakespeare! Learn about the works of one of the greatest authors in the English language, understand key narratives in several of his plays, analyze the roles of different characters, and learn to listen and speak in Shakespeare's language. Through literature, visual arts and crafts, and performance, students will be introduced to life in Shakespeare's time.

Instructor: XXXX

12 Week Course

Saturday 9:30 - 12:30 PM

young artists

Learn basic drawing and painting techniques and discover a variety of 2D materials and tools. Students focus on developing fundamental technical skills and expanding their creative thinking through drawing and painting.

Instructor: Mira Song

Mira is an interdisciplinary artist who has exhibited in Vancouver, Toronto, Hong Kong, and Seoul. She has a Masters of Applied Arts from Emily Carr University, a Certificate in Garden Design from UBC, and a BFA from Korea National University of Arts in Seoul. Mira explores the ways in which natural and constructed public spaces are reframed through the lens of different senses by appropriating objects and images from these spaces into multimedia works, including painting and sculpture. Her work has been featured in the Vancouver Sun and Magenta Magazine, and is also in private collections in Canada, the United States, and South Korea.

12 Week Course

Friday 4:00 - 6:00 PM





little fashion designers

Have you got what it takes to be a fashion designer? Through a variety of projects, students learn how to hand-stitch, use a sewing machine, read patterns, and work with different types of fabrics. Students will come out of the course with a series of sewn works that showcase their skills.

Instructor: Wendy Tong

Wendy graduated from Xi'an Textile Institute before studying at IFA Paris in Shanghai, and Bunka Fashion College in Japan. Wendy's expertise includes haute couture for men and women, advanced draping techniques, and high-end dressmaking.

12 Week Course

Sunday 1:30 - 4:30 PM

video magic

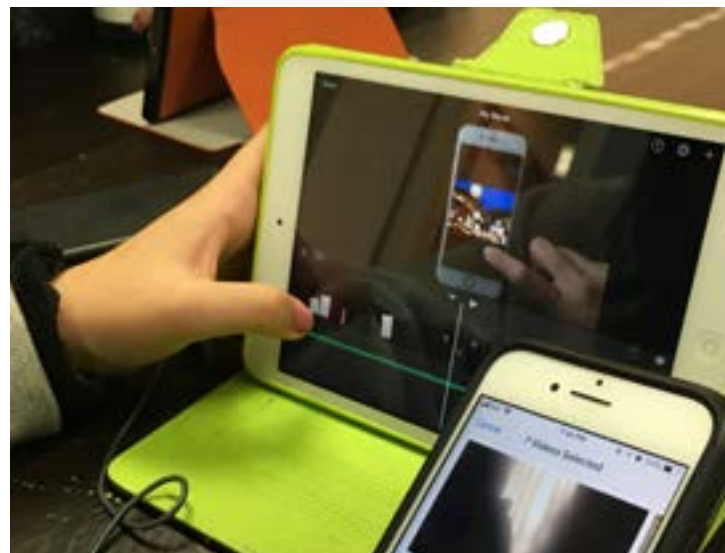
Discover how to create your own video from initial concept to final edit. Develop an understanding of the process of video creation from pre-production to production and post-production, discover how to break down motion into frames, and learn how to layer sound on images.

Instructor: Roger Black

Roger studied the creative side of video at Ontario College of Art and Design, and the technical side at Humber College. Over the past 25 years, he has worked in Toronto and Vancouver both behind the camera and in pre-production and editing.

12 Week Course

Sunday 1:30 - 4:30 PM



extracurriculars

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- 45 summer camps
- 46 artist talks
- 47 free open studio nights

art hope foundation

Art Hope Foundation is a non-profit organization founded by Green Apple Art Center students that uses art and design to raise awareness and funds for initiatives around the world.

Every year, the student-led team chooses an initiative to support, dedicating their time and creative energy to making a positive impact on the world. Students gain experience working in leadership roles and as members of a team, gaining real-world experience while completing volunteer hours that are necessary for high school graduation and advantageous for university and scholarship applications.

Benefits include

- Developing skills in leadership positions
- Learning to work collaboratively as part of a team
- Gaining real-world experience with a non-profit organization
- Completing volunteer hours that are an asset on university applications





summer camps

Sketching the City

This program is divided into two parts: a city tour and sketching practise. First, observe Vancouver's architecture through a tour of different neighbourhoods, then learn how to sketch city buildings using a variety of mediums including pencil, watercolour, and fountain pen.

3D Printing

Imagine, create, and print your designs using a 3D printer. Students use 3D modelling software to build their own digital models and bring their ideas into 3D realm.

Animation & Game Design

Explore the fundamentals of animation and game design through learning about design, line, composition, and storyboarding. Through assignment and in-class projects, students cultivate a better understanding of the animation and game design world and improve their skills as visual storytellers.

Film & Digital Media

Learn storyboarding, angles, shooting techniques, and how to use cameras and editing software to create short films, real-time visual performances, and more.

Industrial Design

Depending on the instructors' goals for the class, students design a product from concept to prototype or learn to draw a professional-quality industrial design sketch.

Drawing & Painting

Build a foundation in drawing and painting through pencil sketching, painting in acrylic, oil, and watercolour, and perspective drawing.

Fashion Design

Do you dream of a career in fashion? Learn the basics of sewing, cutting, making patterns, draping fabric, and illustrating for fashion.

University Visit Program

Not sure which universities to apply to? Use your summer to figure it out with Green Apple Art Center. We take students to visit a variety of different art and design universities so that they can make informed decisions about where to apply.

artist talks

Want to see what it's like to be a professional artist or designer? Join us for a panel discussion with established industry professionals from a range of creative fields who can help you learn how to craft a creative career.





free open studio nights

Want to try out an art class and see what makes us different? We offer free drop-in classes every Tuesday night from 4-6 PM.

To attend, reserve a spot by calling or emailing us:
Tel: 604. 261. 6368 | Email: info@greenappleartcenter.ca



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