



UNM LOS ALAMOS Community Education Summer 2011

Classes begin June 7

Classes for everyone this summer!

Classes for Kids & Teens
Recreation and Physical
Education

Computer Training
Paralegal Training
Interpreter Career Training

Specialized Training for
Businesses
Small Business Workshops

Artist Diane Garrett-Smith will offer classes for kids and adults

For kids this summer

The Heart of Art: Drawing, Watercolors & Acrylics
June 8-29 and July 6-27
Wednesdays from 1-5 p.m.
\$100 for 4 weeks of classes
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For adults this fall

Art — What Moves Me?
September 14 to November 2
Wednesdays from 6-9 p.m.
\$150 for 8 weeks of classes
Call 662-0336
for more information.

The teaching of art is like filling a toolbox, said Diane Garrett-Smith. "Once students have the tools they need, they are able to make their art beautiful."

Garrett-Smith uses a number of techniques to give students the power to create the art they want.

"I use what I call 'brain teasers' to help students access the part of the brain that is creative," she said.

These visual exercises develop pathways in the brain that help students learn to see like an artist.

Students will learn technical skills as they progress from sketching to watercolors and acrylics. They will learn to use a color wheel to blend colors. Garrett-Smith will work with students to develop a sense of composition, light and shadow and the use of line and edge.



Diane Garrett-Smith with her paintings "Yearling Frolic" and "Grand Canyon West"

"I can take students at whatever level they are currently at, and move them along individually. Absolute beginners are very welcome," Garrett-Smith said. "I like to capture the students before they decide they're not good," she laughed.

Garrett-Smith uses age appropriate techniques with kids, but teaching adults is really very similar, she said. Future artists, both children and adults need to recognize what inspires them, then focus on learning the techniques to create their vision.

"I have students bring in a couple of favorite pieces they've done and we talk about what they like about them,"

she said.

Garrett-Smith keeps the focus positive. "My classes are always an enjoyable experience as art should be," she stressed.

Garrett-Smith began making art as a small child, but sketching and painting are not her only passions. Photography, pottery, stained glass, dance and poetry are also interests. She also added mathematics and science to the mix. She has enjoyed a full career as an engineer and project manager with companies like Lockheed and Fluor Daniel. That's not all. This Renaissance woman is also a general contractor.

Garrett-Smith and her husband

Clarence divide their time between their 40 acre Morgan horse ranch in Kingman, AZ and their home in Los Alamos. Garrett-Smith built the 7,000 foot house and 3,800 art workshop building in Kingman with the dream of opening a bed and breakfast one day.

Garrett-Smith has divided her education and her career between the artistic and the technical, but, she said, "I am always an artist first."

Teaching is another of Garrett-Smith's passions. She has taught art to children and adults around the country. During her 20 years in California, Garrett-Smith assisted the Poway School District by developing the art curriculum for the elementary schools. She taught art to students and also trained parents to perform as art teachers.

Garrett-Smith sells prints and originals of her work. She has participated in many shows and has had successful one women shows in Cincinnati, OH in 2000 and in Kingman, AZ in 2010.

Currently, the Southwest has captured Garrett-Smith's interest as a subject for her art. She said she loves to paint "everything." She likes landscapes, portraits, animals — whatever strikes her visually.

She is looking forward to teaching at UNM-LA. Garrett-Smith loves sharing the secrets that can help someone achieve the goals they have for their art.

"It's all about taking the visual image and moving it to paper. When a student discovers they can do that, it's really exciting!" she said.

Get your game on: video game design classes for teens

Ryan Leonski's classes in video game design usually begin by playing around outside.

"I don't have to teach my students how to play," he said laughing. "I'm going to teach them how to build a game they can show their friends. Their job is to make their games fun."

Leonski might be mistaken for one of his own students. In his early 20s, this UNM student loves to play games as much as he loves to design them. He's been working on game design since sixth grade when he started designing role playing games. He even designed a game as a project for his history class.

Leonski's dissatisfaction with his own pre-college education in game design led him to go into high schools so he could teach other kids who wanted to learn to make video games. Last summer, he began teaching video game design at UNM-LA.

"There are whole books written on game theory," Leonski said, "but a book can't really tell you what's fun. The best way to learn what's fun is through playing."

That's why his students start outside. The first thing they do is design simple games that can be played on the playground so they can learn about

making up rules and figure out the sort of things that make games fun. Then it's into the classroom to start designing games for the computer.

Students use Starlogo, a piece of software that allows students to use colored blocks they organize in a certain way to build computer code. Leonski teaches students to create "a PACMAN-type game."

"Their job is to make the game fun," he said. "I want the students to understand video games, but most of what I teach is how to develop a good game."

Leonski has his own game design company, Subliminal Games. He likes being involved in all the many aspects of game development. Leonski is majoring in Computer Science at UNM, but he's minoring in film and digital media. He's also an actor, a singer, and above all a storyteller.

"I want to understand the computer science and programming aspects so I don't have to wait on someone else to get going with the nuts and bolts of the game, but I've always felt more attuned to the creative side

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For teens ((7th-12th Grades)

Introduction to Game Development

Learn the basics of video game design! Create games that you can teach your friends and create a video game in Starlogo! This exciting course also teaches basic game play designs and the brief history of Video Games from their original creation in 1954 to present day.

Wednesdays, June 8-29
1-5 p.m. \$160

Game Design Intermediate

Students will learn how to design video game levels for 2d and 3d games! They will also learn how to create their own base game designs and create professional game design documents. This course is for any student interested in professional game design.

Wednesdays, July 6-27
1-5 p.m. \$160