



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
(See Page 2)

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

Workshop Series

Registration and contact info: Heather Campbell 661-4803, heather@losalamos.org

The UNM-LA Small Business Development Center is committed to delivering quality workshops for small business owners. Below are some of the topics you can look forward to during the Summer 2011. If you have any suggestions for future workshops or you want information about free, confidential counseling through the Small Business Development Center, please call 661-4803.

Spring 2011 Workshops

The UNM-Los Alamos Small Business Development Center is committed to delivering quality workshop for small business owners. Below are some the topics you can look forward during the Summer 2011.

Basic Bookkeeping
 The Business of Business Taxes – Corporation and Partnerships
 The Business of Business Taxes – Sole Proprietor Boosting Your Bottom Line
 Information Session for CRS Taxpayers
 Introduction to QuicksBooks
 Simplifying Market Research
 Effectively Managing your Marketing when you're a one person shop
 Advertising and Marketing 101
 Marketing Jumpstart
 Social Media Marketing
 Contracting 101 – PTAP
 Future Planning and Goal Setting: Making it Happen
 HR Basics for Small Business Owners
 Using the Features of a Chamber Membership Coaching... It's Not Just for Athletes Anymore
 Building a Team for Your Business' Success
 Hiring Without Regrets

Please visit the website: www.la.unm.edu or www.nmsbdc.org/losalamos for the latest information. All topics are tentative and may change. If you have any other suggestions for further workshops or want information about free, confidential counseling through the Small Business Development Center, call 661-4803.

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Small Business Development Center

GOALS

The Small Business Development Center (SBDC) provides business and support services to existing businesses and potential entrepreneurs in the region. The University recognizes the SBDC as a resource to local business community and a contributor to successful economic development.

SERVICES

Business Counseling: no charge, confidential, one-on-one assistance for the small business entrepreneurs thinking about starting, improving, or expanding their businesses. Call 662-0001 to schedule an appointment with a business counselor.

Training Seminars: low cost workshops and courses designed to solve business problems. Call for current schedule.

Resource Center: a broad array of reference materials is available.

Referral Services: to the U.S. Small Business Administration, economic development groups, local banks, business service providers, and others.

FACILITIES

Located in the Small Business Center, 190 Central Park Square, in downtown Los Alamos. Office hours: 8 am to 5 pm Monday through Friday. Telephone: 662-0001.

RESULTS

In 2010, the SBDC counseled 80 clients and sponsored 27 workshops that attracted 200 attendees. Our clients successfully raised \$100,000.00 in start-up and expansion capital. Sixty-four new clients started new businesses during the year.



new mexico center
for language access

Be an interpreter!

Programs combine online learning
with internships
Financial aid available

IDEAL CANDIDATES FOR THE PROGRAMS

- Language-proficient individuals interested in pursuing court interpreting or medical interpreter positions, or already certified or working interpreters seeking continuing education options and training refreshers.
- Bilingual individuals already assisting or interested in assisting non-English speakers in the course of their regular work.

BILINGUAL COMMUNICATION CERTIFICATE PROGRAMS

Medical Bilingual Communication and Justice System Bilingual Communication are designed to train individuals who already work or would like to work as informal or community interpreters in the Justice System or Health Care industry. Individuals in this program will acquire the necessary tools to improve the quality of their linguistic work as well as their professionalism. Duration: 12 weeks

INTERPRETING CERTIFICATE PROGRAMS

Justice System Interpreting is designed to train interpreters who work throughout the Justice System. Individuals interested in pursuing court interpreting certification are ideal candidates for this program.

MEDICAL INTERPRETING PROGRAMS

Medical Interpreting is designed to train interpreters who facilitate linguistic and cultural communication between patients and healthcare providers. Both programs include an internship at the end. Duration: 16 weeks + a 60-hour internship

Visit us at www.nmcenterforlanguageaccess.org

Game design

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of game development," Leonski said.

The two classes Leonski will teach this summer will build off each other. In the second class, students will design both 2 dimensional and 3D games. They will learn to create professional game design documents. Students will have something to show future admissions officers at colleges and technical schools, or to people in the industry.

"If you have an amazing game to show, that's what will impress people," Leonski said.

"If you want to be in game design, you need to be out there talking to people in the game design world. The industry moves fast and you have to keep up. Network with other developers. Get on chat boards."

Game designers are experimenters by nature, said Leonski. Whether someone's focus

is the art, the computer science, the story development or the digital media, what game designers share is a love of games and a willingness to just get in there and try things until something comes together as a great game.

"It can be a lot of work, but it's fun work," Leonski said.

Leonski's life goals aren't small ones. He wants to continue his education at the same time as he continues to build his game design company. His expectations for video games are also big ones.

"I want to see video games change the world," he said.

"Video games can do a lot more than develop hand-eye coordination. We can use games to teach about almost anything, but it can't be boring. Students will learn much more when they're having fun!"

