



After School Camp

Registration Form

Camper's Information

Send your complete application & separate checks for each session payable to:

PAINT:LAB
mail to:

2912 Main Street
Santa Monica, CA 90405

First Time Camper?
(Please Print)

Returning Camper?
{check one}

Camper's Name _____

Address _____ City _____ State _____ Zip _____

Home phone () _____ Date of Birth: _____ Age _____

Parent/Guardian _____ Cell () _____

Parent/Guardian _____ Cell () _____

Home phone () _____ Work Phone or Alt Phone () _____

Address _____ City _____ State _____ Zip _____

Email Address _____

Camp Series Registration:

- ① Geometry Foundation
- ② Abstract Series
- ③ Space Series
- ④ Landscape Series
- ⑤ Human Form Series
- ⑥ Portraits Series
- ⑦ Art History Series

General Information

In case of emergency contact _____ Relationship _____

Home phone () _____ Work Phone or Cell/Pager () _____

Tuition & Cancellation Policy: Full tuition due one week prior to start of your child's session. PAINT:LAB will refund all monies paid for Day Camps, except the non-refundable \$20 deposit, if a student cancels at least one week prior to the start of Camp; no refunds are available thereafter. There are no make-ups available for Day Camps.

PAINT:LAB reserves the right to change its calendar, withdraw a class, modify curriculum or substitute instructors at any time. There will be no refunds in the event of teacher substitution due to unforeseen circumstances. If PAINT:LAB must cancel a camp session, full refund will be issued via company check.

Tuition may be paid by cash, VISA, MasterCard or check. A \$20 fee will be charged for returned checks.

PAINT:LAB also reserves the right to require the withdrawal of any student whose conduct is deemed detrimental to other students.

We want to provide your child with the best experience possible. Therefore, please note below any special concerns you have about your child while in camp and/or list any attributes your child may have which could affect his or her participation in any activity, including food allergies. If none, write "N/A".

Please list any medications your child takes and specific instructions for administering them:

Please Read and initial each of the following points:

___ In the event of an emergency and if I or my emergency contacts cannot be reached, I give permission to PAINT:LAB to authorize any emergency medical treatment deemed necessary by the attending physician. I also agree to save and hold harmless PAINT:LAB and it's employees from any liability resulting from my child's participation during any and all of the camp activities.

___ I have read, understand and agree to the Day Camp Student Policies and, if paying by credit card, I authorize charging the amount shown to my card.

___ Publicity release: I give permission for any quotes, images or likenesses of me or my child and/or our artwork to be used for PAINT:LAB publicity purposes including but not limited to newsletters, brochures, websites and videos. Check box if permission is granted.

I have read and understand PAINT:LAB policies above, and I agree to these policies.

Name of Parent or Guardian _____

Signature _____ Date _____

For Office Use Only

Date Received: _____ Amount \$ _____

Method of Payment: Cash Check VISA MasterCard

Account No. _____ Sec. Code _____

Confirmation Sent: _____ / _____ / _____ Exp. Date _____

Notes: _____

Upcoming After School Camp Schedule:

Winter Session

- Geometry Foundation \$125
5 Mondays from 4:00 - 5:30
January 17, 24, 31, February 7, 14
- Landscape Series \$125
5 Tuesdays from 4:00 - 5:30
January 18, 25, February 1, 8, 15
- Human Form \$125
5 Wednesdays from 4:00 - 5:30
January 19, 26, February 2, 9, 16
- Photography \$125
5 Thursdays from 4:00 - 5:30
January 20, 27, February 3, 10, 17
- Portraits \$125
5 Fridays from 4:00 - 5:30
January 21, 28, February 4, 11, 18

Spring Session 1

- Art History Series \$125
5 Mondays from 4:00 - 5:30
February 21, 28, March 7, 14, 21
- Abstract Series \$125
5 Tuesdays from 4:00 - 5:30
February 22, March 1, 8, 15, 22
- Geometry Foundation \$125
5 Wednesdays from 4:00 - 5:30
February 23, March 2, 9, 16, 23
- Landscape Series \$125
5 Thursdays from 4:00 - 5:30
February 24, March 3, 10, 17, 24
- Space Series \$125
5 Fridays from 4:00 - 5:30
February 25, March 4, 11, 18, 25

Spring Session 2

- Abstract Series \$125
5 Mondays from 4:00 - 5:30
March 28, April 4, 11, 18, 25
- Geometry Foundation \$125
5 Tuesdays from 4:00 - 5:30
March 29, April 5, 12, 19, 26
- Portraits Series \$125
5 Wednesdays from 4:00 - 5:30
March 30, April 6, 13, 20, 27
- Space Series \$125
5 Thursdays from 4:00 - 5:30
March 31, April 7, 14, 21, 28
- Landscape Series \$125
5 Fridays from 4:00 - 5:30
April 1, 8, 15, 22, 29

Sign up your child for a 5 week after school art program that will enrich his or her knowledge of art and expand their perceptions. Start them off with Series 1 and continue their learning through 6 additional components described below.

SERIES 1, GEOMETRY FOUNDATION

Leonardo da Vinci grew up with the experience from several mentors. He learned the basics with the mathematical forms of geometry and grew to be one of the world's most amazing artists. During this week, we learn about form and shading with circles, spheres, squares, cubes, and angles.

Week 1 - 5

1) Circles: Create an abstract piece using circular forms. 2) Spheres: Learn how to shade spherical objects. 3) Squares: Learn about the square for and color blending through creating a pixelated image. 4) Cubes: Watercolor on panels to form a cube. Learn how to shade cubed objects. 5) Angles: Learn about angular forms through creating a stain glass window painting.

SERIES 2, ABSTRACT

There is more in an abstract painting than simply applying different colors on canvas. It involves form, space, concept, blending, splashing, and imagination. During this week, we learn how to use our mind in a non-constricted, structured approach. We learn about Salvador Dali's approach to abstract expressionism seeing just what our imagination can create.

Week 1 - 5

1) Blending: Learn about colors and what we can create with blending. Learn about gradient. 2) Background v. Foreground: Learning more about layers. 3) Differences in application: Learn about different ways paint is applied onto a surface. 4) Non-restricted v. Restricted: building layers of a nonrestricted background and a more structured, realistic style foreground. 5) Creature Creation: Turn 3 animals into one creature. Give it a name and a story. Imagination is used to create an imaginative piece.

SERIES 3, SPACE

Learn about outer space in a different way, through the stars and constellations and the mythical creatures and history behind it.

Week 1 - 5

1) Zodiac: learn about the animals and symbols with our zodiac signs. Learn about form and structure of complex shapes. 2) Constellations: Learn about the use of a ruler to create the exactness of the linear shape of constellations with our zodiac sign. 3) Spheres: Learn about the planets and shading for day and night. Learn how to paint our galaxy. 4) Build a Sphere: Learn different ways to construct a spherical shape out of paper. Create a nontraditional, sculptural piece. 5) Sky Landscape: Practice blending techniques and learn more about our horoscopes.

SERIES 4, LANDSCAPES

In creating a landscape the key elements are lighting, shading, and blending . These techniques are practiced allowing us to study the form of realistic and abstract landscaping. We use image references and learn different techniques such as dividing the image in order to capture a painted translation.

Week 1 - 5

1) Snow: Study images of terrain involving mountainous scenes of snow. Learn about the cool color palette. 2) Surf: Study scenes of the ocean such as waves. 3) Sunsets: Learn more about blending with a warm color palette and silhouettes. 4) Light Reflections: Study image references such as Santa Monica Pier and capture light reflections into the ocean using an abstract background. 5) Cityscapes: Learn about impressionistic ways of showing light , practice silhouettes, layering and blending.

SERIES 5, HUMAN FORM

In studying the human form, we learn about proportion, shading and lighting of more complex shapes. We study the skeletal structure of the human body and learn that in building most forms of mammals, it helps to start with a "stick figure."

Week 1 - 5

1) Skull: Learn how to paint a human skull using the diagram used in painting a face. 2) Skull and Face: Practice layers by painting a skull and learn to paint a face by way of a skull. 3) Human Figure: Study the skeletal structure and practice figure drawing. 4) Masks and Balloons: decorate a mask and practice how to draw a face/skull on a spherical object such as a balloon. 5) Big Like Me: Create a life-size self-portrait. Test your knowledge of proportion and scale.

SERIES 6, PORTRAITS

Develop technique of creating portraits by practicing parts of the face and different applications of applying paint with a history lesson of past artists such as Georges Suerat and Van Gogh.

Week 1 - 5

1) Parts of the Face: Study how to create a face by learning how to paint the eyes, nose, and mouth as a separate, detailed study. 2) Painting a self-portrait: from the steps learned the day before, paint a realistic self portrait. 3) My Silhouette: Learn layers and a side profile of the face. 4) Pointillism: Paint a portrait using the technique of pointillism , an artistic movement practiced by Georges Suerat. 5) Van Gogh: Learn about the technique used by Van Gogh, using small brush strokes. It is a blending technique we use in painting.

SERIES 7 ART HISTORY

Study examples of artists from the past to the present and create our own version using a combination of references. Art influenced by works of Picasso, Pollock, Warhol, Close, and Fairey.

Week 1 - 5

1) Pablo Picasso 2) Jackson Pollock 3) Andy Warhol 4) Chuck Close 5) Shepard Fairey

SERIES 8 ALTERNATIVE PHOTOGRAPHY

This series of classes will introduce students to various alternative photographic processes used in fine art photography and often used in the art making process in a larger context. Students will learn how to build a pinhole camera and photograph with it, create a cyanotype (salt print) image, hand coloring and painting photographs and using photography in mixedmedia artwork.

Week 1 - 5

1) Cyanotype photogram, 2) Cyanotype image from a digital or paper negative, 3) Pinhole photography Construction, 4) Pinhole photography Uses, 5) Digital abstract and still life photography

Week 6 - 10

6) Hand coloring a photograph, 7) Painting on a photograph, 8) Mixed-Media with Photography, 9) Open Workshop, 10)Exhibit preparation