



25 QUESTIONS - Gaming Design International Digital Visual Arts Academy

1. What is International Digital Visual Arts Academy?

A world-class, Gaming Design program for the serious young artist, who wishes to explore their passion and train hard to develop the skills necessary to pursue a future in the fun, creative and constantly evolving field of Gaming Design.

Teaching:

Game Design:

Offers a practice-oriented approach to the art and science of game making. Emphasizes visual design and programming for video games. Fosters conceptual understanding of the principles of game design for all varieties of games. Learn the key building blocks needed to build, optimize and deliver amazing web, mobile and desktop games.

Website Design:

Focuses on the dynamics of communication in the digital world. Learn to communicate effectively in website medium using tools like Adobe Muse®, Dreamweaver®, Fireworks®, InDesign®, illustrator® in all organizational contexts.

Interactive Design:

Offers an overview of courses in the creative process of storytelling and communicating through visuals and sound. Gain expertise in time-based design, interface, and experience design through a practice-oriented problem solving approach.

Group Communications:

Focuses on the dynamics of communication in complex groups and organizations, for the purpose of learning how individuals within such groups and organizations can become effective communicators.

2. What Gaming software/training tools will be utilized?

We will be using Adobe software including:

***Flash Builder 4.7: Write code**

Flash Builder 4.7 is the cross-platform ActionScript editor that supports Adobe Scout and includes the new ActionScript 3 Compiler (ASC 2.0). It also supports ActionScript workers, the iOS simulator, and iOS USB deployment, testing and debugging. Flash Builder 4.7 is required to use Adobe Scout.

*** Flash Professional CC: Create assets**

Use Flash Professional to create game assets, animations, sprite sheets, and more. If you create assets in Photoshop and Illustrator, you can import and work with them in Flash Professional.

*** Adobe Scout: Profile and optimize**

Adobe Scout is the new profiling and optimization tool for your content running in either Flash Player or Adobe AIR. For the first time, you have access to very granular information about CPU and GPU rendering, network or the ActionScript stack. Adobe Scout works automatically, without changes to your code, with the released versions of Flash Player and AIR. As a result, you can profile content in-context with very little effort. Flash Builder 4.7 is required to use Adobe Scout.

* **Adobe Gaming SDK: Useful tools and frameworks**

The Adobe Gaming SDK includes the following tools, frameworks, and resources to help you develop great games:

- **Compiler/Packager** - Contains the compiler and packager to compile your mobile (AIR) and web (Flash Player) based games.
- **Stage3D open-source frameworks** - *Starling*, a 2D framework, *Feathers*, a 2D UI component framework, *Dragonbones*, a skeletal animation framework, and *Away3D*, a 3D framework.
- **Native extensions for iOS** - Native extensions provide easy access to device-specific libraries and features that are not available in the built-in ActionScript classes. To get started, we provide the following ANEs: *Game Center*, *Product Store*, *Social*, *StageAd*, and *BetaTesting*. Note: These extensions are provided as beta. Please provide your feedback if you encounter any issues or bugs.
- **Sample projects** - Hungry Hero, Invawayders, Feathers components, and projects using the native extensions.
- **Adobe Texture Format Tools** - Command-line utilities to create compressed textures (ATFs) for Stage3D.

3. Who is Steve Stennes?

A 30+ year Master professional photographer/videographer and animation/Gaming designer who has won awards at all levels. Steve has been teaching photographic art and digital graphic arts for over 20 years.

4. What is an “International”?

Teaching students from all over the world and competing in competitions worldwide.

5. What professional associations has Steve been a part of?

PPA, Professional Photographers of America
TCPA, Twin Cities Professional Photographers Association
MNPPA, Minnesota Professional Photographers Association
NAEA, National Arts Education Association

6. What Awards did Steve receive?

2003 Wedding Photographer of the year.

2007 Minnesota Twin-Cities Portrait Photographer of the year.

2008 Minnesota Twin-Cities Portrait Photographer of the year.

Steve has been awarded Merit awards at all levels from Local, State, Regional and National competitions.

These merits were needed to receive his Master status.

7. What kind of Digital Visual Arts programs does the iDVA academy offer?

- A. A full-time Gaming Design program with boarding and academics (9-month program from late August until the end of May)
- B. A full-time non-boarding Gaming Design program with academics (9-month program from late August until the end of May)
- C. A full-time, non-boarding, local Gaming Design program without academics (9-month program from late August until the end of May)

8. Do you offer a Post-Graduate program?

We offer a 7-month post-grad program for the student who needs an extra year of Gaming Design training and/or academics to expand their college recruitment opportunities. This program offers academic options to meet each individual's needs for college preparation including: SAT/ACT prep course, credit recovery classes and on-line college courses, including college placement strategies.

9. How about camp?

Holiday, summer, individual and camp programs are also offered year round both boarding and non-boarding.

10. Any other additional programs?

The iDVA academy will offer assistance in research for College scholarships and enrollment.

11. What age groups are allowed? Are both boys and girls accepted?

Both boys and girls, ages 15-19yrs. are accepted

12. What Competition(s) will the Academy students compete in?

Competing in the arts is unique from other venues in life as it is very personal. Putting your art out to be judged by others can be very difficult for many veteran artists let alone budding students. We will take the time needed to build up a student's confidence with their talents and understand that competing is more about learning and advancement than about them personally. We'll help them to separate technical correctness from personal preference. This is a good life lesson in general. The academy will prepare students for competition with in-class competitions based on seeing the positive skills until they are ready to enter in the higher level competitions. We will foster an environment of positive feedback and zero tolerance for negative criticism that can stifle artistic talent.

13. What tournaments and competitions will the teams compete at?

Our plan is to compete in a variety of competitions such as the Imagine Cup and Ion Awards, etc...

14. Will the Digital Visual Arts Academy be involved with local public and commercial commerce?

The iDVA Academy is involved and is always exploring new ways of working with several local Sarasota companies and public productions to get the student hands-on experience.

15. Who are the Academy Instructors?

Steve Stennes will personally select all the staff educators who will assist him in training all the students. Currently on staff are Nancy Knight and Bud Janney specializing in different aspects of digital visual arts. Qualified instructors will be added as our program grows.

16. Are all the Academy educators actively keeping up their skills?

All of the education staff is required to continue their education in the arts and to compete in appropriate competition levels.

17. Will the students be offered evaluations?

Steve is currently working with a company to have evaluations available, every trimester for all the students and parents.

18. Where will the boarding students live and eat?

There are supervised condos available for the boarding students. They will eat their meals at the Elevation Preparatory Academy facilities.

19. Where will the boarding students go to school?

The Elevation Preparatory Academy will serve as the academic school for all the students.

20. Where will the classes take place?

The Art Center Sarasota (www.artsarasota.org) combined with numerous outings around Sarasota and events within the other Academies.

21. How's transportation arranged for these outings?

iDVA Academy will provide transportation for any events outside Elevation Academy.

22. What equipment is necessary to attend the iDVA academy?

A complete list of equipment is outlined on the website. ([www.iDVAacademy.org/About Us/Equipment/](http://www.iDVAacademy.org/AboutUs/Equipment/))

23. How many days per week are Digital Visual Art classes held?

Classes are held 5 days per week for 3 hours each day.

24. What special opportunities are available for my child in Sarasota?

Sarasota offers a unique environment for studying in the Digital Visual Arts. We will be working closely with Ringling School of Art & Design to custom tailor our program giving our students exactly what the premier Art and Design colleges are looking for, greatly increasing their opportunities to further their education and careers.

25. What measures are taken to ensure my child is safe?

All students will be monitored 24/7. At Elevation Academy by their teachers; to and from classes and errands, and in their housing by our chaperones; and by our iDVA academy instructors while in class and on outings. Safety is our #1 priority!