



Art & Design Foundation Program 2025/2026 Information Package

The **Foundation Program** is built on the principles of visual and contemporary arts that prioritizes sound technical skills with critical, creative expression. Together these provide the ideal conditions for deeply passionate artists to flourish. This program aims to reach big and dive deep to establish a solid foundation for an expressive artistic practice to flourish.

It is a yearlong, twice weekly program that's composed of one yearlong CORE discipline in combination with a rotation of inspiring EXPLORE courses. This structure is designed to establish solid technical and conceptual roots while exposing them to the exciting breadth of the visual and contemporary arts. They will develop essential skills of self-expression, empathy and creative agency to become well rounded and confident human beings.

Both the Junior and Intermediate programs will benefit from expanded learning opportunities that are unique to the **Foundation Program** including formal exhibitions, celebratory receptions, interdisciplinary modules, and optional field trips.

JUNIOR

Ages 7-8

The Junior Foundation Program consists of a pre-determined, specially designed package that combines our Visual Arts CORE discipline with a rotation of foundational EXPLORE courses, including: Clay Sculpture, Stop Motion Animation, Architecture, Sculpture, and Printmaking.

INTERMEDIATE

Ages 9-10, 11-12

Students in the Intermediate Foundation Program are offered a choice between the Visual Arts or Media Arts for their CORE discipline. For their EXPLORE courses, students will reassemble into broader 9-12 yrs age-groups and get to choose from 12 exciting options, including: Clay Sculpture, Stop Motion Animation, Architecture, Sculpture, Printmaking, Darkroom Photography, Fashion Design, Puppetry, Creative Electronics, Video & Special Effects, and Character Design. Students will be asked to submit their ranked preferences, and will be placed in 5 of their top 7 choices.



EXPANDED LEARNING OPPORTUNITIES

All students in the **Foundation Program** will benefit from access to our Expanded Learning Opportunities that include: participation in two exhibitions and receptions throughout the year (Work in Progress (WiP) Show and the Year-End Exhibition); Interdisciplinary Learning Modules designed in collaboration with the School of Dance and the School of Theatre, Music and Film to; and an optional field trip where they will visit a leading cultural art centre and receive a tour and workshop from expert educators. In previous years, students visited the Vancouver Art Gallery, the Bill Reid Gallery, and the Queen Elizabeth Theatre Artist in Residence program.

WHEN CAN I REGISTER?

Returning students

Registration opens May 15, 2025 – email Student Services at registration@artsumbrella.com or call the during business hours at: 604-681-5268

New Students

Registration opens June 1, 2025 – online directly our website at artsumbrella.com, in addition to the methods above.

WHAT DO I NEED TO REGISTER?

For the **Junior Program**, registration for the complete package can be completed using the steps above.

For registration into the **Intermediate Program**, registration in the CORE discipline can be completed online, via email or by telephone, while registration in their EXPLORE courses requires the completion of the online [Explore Course – Electives Selection Form](#), within 1 week of registration in their CORE discipline.

For more information, email artanddesign@artsumbrella.com



BURSARY & PAYMENT PLAN OPPORTUNITIES

The Arts Umbrella Bursary Fund allows hundreds of children to register in tuition-based programs at a reduced rate, based on your family's financial need. Applications for bursary funding are open to everyone. To view eligibility and submission details, download the application package at artsumbrella.com/scholarships-bursaries/

If you have questions, please contact:

bursaries@artsumbrella.com | 604-681-5268

CLASS SCHEDULE & INFORMATION

Junior					
Core	Age Group	Day	Time	Duration	Price
Visual Arts	7-8 years	Mon	16:00 - 17:30	1.5 hrs	\$ 2,335
	7-8 years	Fri	16:00 - 17:30	1.5 hrs	
EXPLORE	All Ages	Wed	16:00 - 17:30	1.5 hrs	

Intermediate					
Core	Age Group	Day	Time	Duration	Price
Visual Arts	9-10 years	Mon	17:45 - 19:45	2 hrs	\$ 2,723
	9-10 years	Fri	16:00 - 18:00	2 hrs	
	11-12 years	Mon	16:00 - 18:00	2 hrs	
	11-12 years	Fri	16:00 - 18:00	2 hrs	
Media Arts	9-10 years	Fri	16:00 - 18:00	2 hrs	
	11-12 years	Mon	16:00 - 18:00	2 hrs	
EXPLORE	All Ages	Wed	16:00 - 17:30	1.5 hrs	



CORE DISCIPLINES

The CORE discipline is where students will develop their bedrock of important artistic skills. Based on a comprehensive 31-week curriculum, students will learn fundamental artistic, technical, conceptual and critical skills. Here they will develop close relationships to their Core Instructor and Assistant, as well as to their cohort of peers, and build a sustainable deep-rooted artistic practice.

Visual Arts

The Visual Arts CORE discipline is designed for students who wish to explore the critical and aesthetic potential of image-making, and expand beyond a traditional visual arts practice to experiment with different tools, materials, and processes to develop a multidisciplinary, tactile and material-based foundation in Art & Design. Students will develop core skills in drawing, painting, mixed media, papier mâché and collage.

Media Arts

The Media Arts CORE discipline is designed for students who wish to explore both established and new technologies, and connect those digital creative practices to the essential elements of storytelling, world-building, and character design to develop a digital and media-literate foundation in Art & Design. Students will develop core skills across a variety of digital mediums including animation, photography and film to express themselves through both still and moving digital images.

EXPLORE COURSES

The EXPLORE courses are designed with the goal of exposing students to a wide-ranging breadth of contemporary creative possibilities with each EXPLORE course lasting between 6-8 weeks in length. Through expanded workshops and a deep-dive project, students will be introduced to a new creative medium and be exposed to the wide world of contemporary art.

Clay Sculpture

Included in the Junior Foundation Program

Students learn the entire process of clay sculpting from sketching their design to glazing and firing their finished three-dimensional object. They will focus on the use of essential hand-building techniques such as pinch-pot, coiling, and slab work to create experimental creative objects with a focus on texture, form and expression using glazing, hand-painting and mixed media to decorate and finish.

Artists we love:

- [Kathy Butterly](#)
- [Shary Boyle](#)
- [Francesca DiMattio](#)
- [Rose Eken](#)



- [Matthias Merkel Hess](#)
- [Gathie Falk](#)

Architecture

Included in the Junior Foundation Program

Students learn the fundamentals of architectural design, from freehand sketching to model-making, developing their creative problem-solving skills in response to a design challenge that uses both local sites of development and internationally recognized architecture for inspiration. Scale, Form, rhythm, balance, structure, and expression are aspects of architectural design that will be focused on as they learn to cut, assemble and build 3D structures using cardboard and mixed media.

Artists we love:

- [Herzog & de Meuron](#)
- [Do Ho Suh](#)
- [Tatiana Bilbao](#)
- [Francis Kéré](#)
- [Patkau Architects](#)

Stop-Motion Animation

Included in the Junior Foundation Program

Students will be exposed to the entire production pipeline for creating a short-form stop-motion animation from storyboarding to character design, environment building to puppet construction. They will learn to animate, edit, and composite and develop an understanding of time, rhythm, movement, space and composition, while applying the principles of animation to create memorable stories, characters and settings.

Artists we love:

- [LAIKA Studios](#)
- [William Kentridge](#)
- [Jan Švankmajer](#)
- [Allison Schulnik](#)
- [PES](#)
- [Suzie Templeton](#)

Printmaking

Included in the Junior Foundation Program

Students will be exposed to a fundamental printmaking practice whether it's block printing or monoprinting, etching or collagraphy. Students will learn the entire printmaking process from concept sketching to plate creation and printing multiples to collage modifications. This course



encourages students to consider design elements such as space, texture, design and pattern as well as working with multiples or in a series.

Artists we love:

- [Kiki Smith](#)
- [Caledonia Curry \(aka. Swoon\)](#)
- [Wangechi Mutu](#)
- [Nicola Lopez](#)
- [Kathe Kollwitz](#)

Sculpture

Included in the Junior Foundation Program

Students create 3D works by transforming and combining different materials including wood, textiles, paper, paint, thread, and more. Students are taught and encouraged to use fundamental design elements such as space, texture, and line and develop building skills such as cutting, sculpting, and gluing.

Artists we love:

- [Kara Walker](#)
- [Louise Bourgeois](#)
- [Méret Oppenheim](#)
- [Brian Jungen](#)
- [Geoffrey Farmer](#)
- [Theo Jansen](#)

Creative Electronics

This hands-on course introduces students to creative electronics using simple, battery-powered circuits. Students will build their own circuit and explore switches, LEDs, and conductive materials to create interactive and kinetic artwork. Emphasizing design and play, the course encourages imaginative thinking while teaching the fundamentals of electricity, circuitry, and creative problem-solving—no coding required.

Artists we love:

- [Janet Cardiff and George Bures Miller](#)
- [Daniel Rozin](#)
- [Zimoun](#)
- [Sun Yuan and Peng Yu](#)
- [Rafael Lozano-Hemmer](#)
- [Jim Campbell](#)

Digital Painting

Students learn how to create expressive digital artworks in our MacLab using a digital tablet, stylus pen and easy-to-use, industry-standard software such as Adobe Photoshop, Illustrator, Kid Pix, and Krita. Essential computer literacy skills will also be taught while they explore fundamental drawing & painting concepts in the digital sphere such as digital brushes, colours, and blending layers.

Artists we love:

- [Petra Cortright](#)
- [Loish](#)
- [Molly Mendoza](#)
- [Ejiwa "Edge" Ebenebe](#)
- [Loika](#)

Darkroom Photography

Students are introduced to film photography and photo developing using a 35mm camera to capture images and a fully appointed darkroom to develop them in black and white. Students will learn the principles of lens selection, lighting, and composition through a variety of shooting scenarios including street and studio photography. They will also learn the fundamentals of image editing through analog techniques such as burning, dodging and blending and be introduced to more experimental darkroom processes and cameras.

Artists we love:

- [Stan Douglas](#)
- [Dana Claxton](#)
- [Catherine Opie](#)
- [Jeff Wall](#)
- [Cindy Sherman](#)

Video & SFX

In this hands-on course, students explore video production and special effects using green screen technology and easy-to-use, industry-standard software in the Adobe Creative Suite. They learn the basics of shooting live footage, layering backgrounds, and adding visual effects to create short, imaginative videos. The course emphasizes storytelling, composition, and creative experimentation.

Artists we love:

- [Famous Movies Without Special Effects...](#)
- [Bruno Mars - That's What I Like](#)
- [Martine Syms](#)

- [Shana Moulton](#)

Character Design

Students delve into the rich process of creating memorable characters with distinctive personality, visual appearance, aesthetic and behaviour, as well as how this form of concept art is be used in animation, comics, video games and more. From figure drawing to facial expression, costume design to props, students will learn all aspects of how the human (or non-human) figure can be used to tell imaginative stories.

Artists we love:

- [Takashi Murakami](#)
- [Hayao Miyazaki / Studio Ghibli](#)
- [Yoshimoto Nara](#)
- [Hebru Brantley](#)
- [KAWS](#)

Fashion Design

This hands-on course introduces students to fashion design through illustration and visual storytelling. Students explore figure drawing, fabric rendering, color theory, and fashion sketching techniques to express original style concepts. The course emphasizes creativity, trend exploration, and personal expression through dynamic design drawings and inspired fashion concepts.

Artists we love:

- [Hussein Chalayan](#)
- [René Bouché](#)
- [David Downton](#)
- [Bil Donovan](#)

Puppetry

Students are introduced to the art of puppetry through design, construction, and performance. Students create their own puppets using various materials and explore storytelling through movement and voice. The course emphasizes creativity, character development, and collaborative play, culminating in short performances that bring original puppet creations to life.

Artists we love:

- [Basil Twist](#)
- [Old Trout Puppet Workshop](#)
- [Wael Shawky](#)
- [Jos de Gruyter and Harald Thys](#)