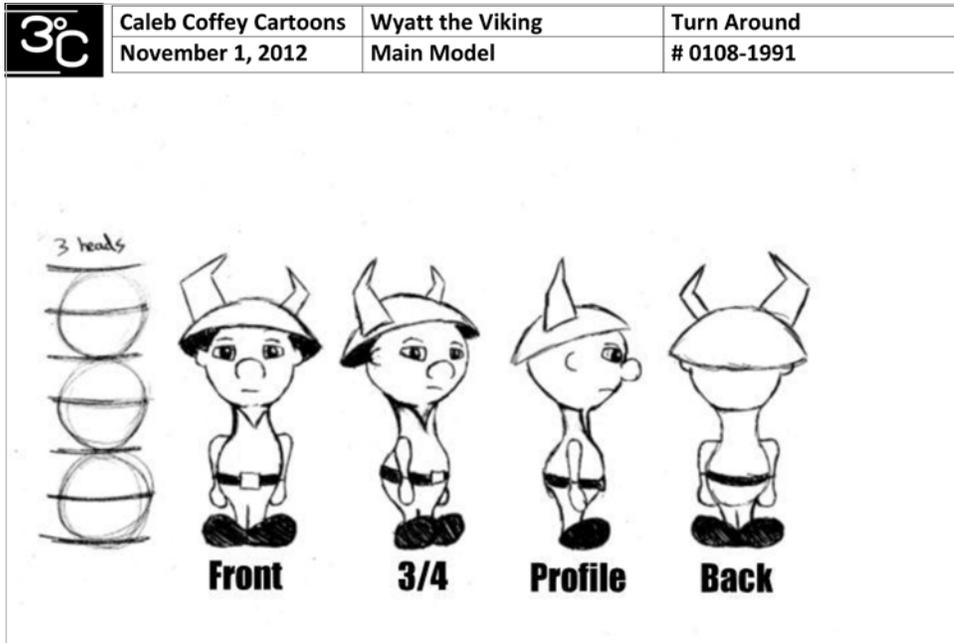


PAVING THE WAY TO CREATIVE SUCCESS



Over thirteen years ago, Craig Davis founded **Youth Digital Arts** and the **Youth Digital Arts Cyber School** (YDACS), an innovative online school that teaches students from third grade through high school how to master the digital arts at their own speed and pace. From the beginning, he chose to use Toon Boom Studio to introduce students to the world of 2D animation. Available to home school, charter school, public and private school students, courses include 2D and 3D Digital Drawing, Painting, Modeling, Manga and Comics, Animation, and how they all combine within 2D and 3D video game design as art forms.

"I strongly believe that waiting for college to inspire students in the digital arts is far too late. This needs to be done as early as 3rd grade. Their minds are very open, which is the best time for students to explore their creativity and experiment. In addition to creative skills, students develop communication,

research, and presentation skills. They get constructive feedback and collaborate with each other. Overall, this is a nurturing process where you can see positive energy tossed from one student to another," explained Craig.

Such dedication and passion bring its fair share of positive experiences. One of them is definitely incarnated by Caleb Coffey, who found his calling thanks to YDACS.

During his junior high school years, Caleb was home-schooled and aspired to learn things that would pertain to his career. An education specialist from his Charter School recommended YDACS and Caleb was hooked from the start. He started taking classes, asking a lot of questions in the Student Forums, and reaching out to the community to get feedback. His third course on Video Game Design introduced him to animation using Toon Boom Studio. "This

SCHOOL

Youth Digital Arts Cyber School

LOCATION

USA

PIPELINE

Traditional

PRODUCTS

 TOON BOOM STUDIO



Only one of a handful of cyber animation schools, **Youth Digital Arts Cyber School** (YDACS) nurtures hungry young minds like Caleb Coffey. With Toon Boom Studio as their teaching tool of choice, YDACS is innovatively changing the creative landscape and teaching kids as early as the third grade to explore ideas through animation.

was absolutely fascinating. I discovered what I wanted to do and decided to push my energy towards animation," stated Caleb. He pursued and took all the courses in the Video Game Design series as well as collaborative research and development in the Video Game Design Cyber Studio.

In the Cyber Studios, students create open-ended projects, explore ideas, collaborate and inspire each other. They propose a project and look around at what the other students are doing. They can decide to work alone or in a team. "Across all of our courses and programs we noticed that in general, girls are drawn a bit more to narrative and drawing while boys can be a bit more programming

National Fellow. Thanks to his previous training, Caleb was able to ask advanced questions of his instructors benefitting even more from his Junior College program. The impressive results speak for themselves.

Caleb is now attending College of the Arts at Cal State University Fullerton, in Entertainment Art and Animation. Highly recommended by his 2D instructor, he was one of six students asked by the department's chairman to work on a special traditional animation project. Caleb had to submit preliminary work to the chairman who had to approve it. He got the green light. Considering the volume of work involved, Caleb had to drop a course in order to deliver the



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—Caleb Coffey

oriented. Together they make great teams and collaborate on their game creation projects," shared Craig. "In addition to the Cyber Studios the Cyber Jams are another amazingly inspirational platform. Cyber Studios and Cyber Jams offer a unique collaborative opportunity to bridge all the concepts learned in the courses. You feel you can take what you learn and how to collaborate into the field," added Caleb.

Then Caleb attended Junior College in San Diego. He took the skills he learned at YDACS and started to learn 3D for the next year and a half. He also transitioned from a Youth Digital Arts Student National Mentor to a Student

project. The small team needs to create around five minutes of animation that will be integrated in a documentary on Rick Griffin, the famous surfer and artist, who created the Rolling Stones logo among other things. "We take his comic book art and animate it with pencil and paper. We are creating 2D animation for the beginning and the end. 3D animation will be in the middle. All animation needs to be finished by May," explained Caleb.

As if he did not have enough on his plate, Caleb is also working as intern at Nickelodeon until May 2013. While Nickelodeon received close to 10,000 applications nationwide, he was one of 30 selected candidates. "This internship

is in the top ten in the United States. They give us way more opportunities than we can dream of, this is fantastic. I am part of the team archiving all Nickelodeon assets and need to use Photoshop a lot. I am glad I took that course at YDACS! YDACS was again a wonderful preparation for my career," concluded Caleb.

Caleb will be graduating in the Fall of 2014 and in view of his impressive talent, he is destined for a very promising career in animation. Kudos to YDACS and Caleb!

ydacs.com