

# create • imagine • draw • paint

- Children must be between the ages of 8 and 15 to participate in these workshops.
- All classes are taught in English only.
- Weekly sessions run five days per week. Partial weeks pay full week tuition (i.e., not pro-rated for number of days attending).
- Full day sessions are from 9:00 am to 4:30 pm.
- Morning sessions run from 9:00 am to 12:30 pm.
- Afternoon sessions from 1:00 pm to 4:30 pm.
- Students who stay for the full day must bring lunch. The Museum provides light snacks only. Lunchtime is supervised, in the gated Sculpture Garden or in the classroom.
- FAM visual art classes are taught by FAM's staff of teaching artists and an occasional guest artist.
- Call or email us to learn how you can sponsor a student to attend one or more workshops.



**Want to save money?  
Not a Museum member?  
Join now and save!**

A \$75 Family level membership will allow you to save on workshop tuition and give you other benefits, too, including free entry to the Museum for two adults and children under 18, free admission to Opening Receptions, free or lower-cost adult workshops and bus excursions and lectures, a 10% discount in The Museum Store, plus more, all for a full year! **Membership also says you care about the arts in our community.**

Please visit SUPPORT on our website for complete information on how you can support the Museum and save on your child's tuition.



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Fresno, CA 93703

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[fresnoartmuseum.org/summer2026](http://fresnoartmuseum.org/summer2026)



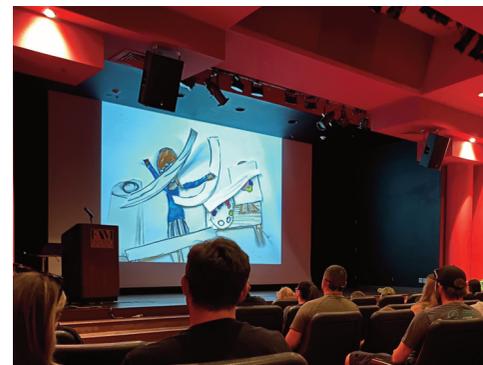
## VISUAL ART WORKSHOPS FOR KIDS & TEENS



Celebrate the visual ARTS  
with us!

We inspire creativity!

Imagination thrives here!



Summer  
2026  
ArtAcademy

Four weeks of  
week-long workshops

June 15-19, 2026

June 22-26, 2026

August 3-7, 2026

August 10-14, 2026



Students will explore the Elements of Art and how they apply to the Principles of Design through a variety of media in ALL of our workshops.

## Why are FAM workshops extra special?

The Museum is a unique environment where children can be inspired by and exposed to original world-class artwork and antiquities, not just images in a book or posters on a wall. We have been told by many that classes at the Museum were a big part of their growing up in Fresno, creating long-lasting and wonderful memories. Our goal is to continue that legacy by offering workshops to engage children and foster a love for the arts, learning, and discovery.

Our workshops are taught by working and teaching professional artists who bring their special talents and knowledge to every session they teach. All of our teaching artists have had training and experience in working with children, and all strive to transfer their own love of the arts to each of their students in a lively, engaging, and exciting way.



## WORKSHOPS for 8 TO 15 YEAR OLDS

Full Day: 9:00 am to 4:30 pm

Half Day: AM Session, 9:00 am to 12:30 pm

PM Session, 1:00 pm to 4:30 pm

### WEEK 1 - JUNE 15 to 19

AM: **Invent!**

PM: **Drawing from Your Head:  
Comic Book Design**

### WEEK 2 - JUNE 22 to 26

AM: **Black & White**

PM: **Explore Drawing & Painting**

### WEEK 3 - AUGUST 3 to 7

AM: **Monsters & Wild Things**

PM: **Stop-Motion Animation**

### WEEK 4 - AUGUST 10-14

AM: **Re-Imagining Story through Illustration**

PM: **Graphic Design without a Computer**



ONE WEEK/FULL DAY: \$455 (Museum members\*)

\$480 (Non-Museum members)

ONE WEEK/HALF DAY: \$260 (Museum members\*)

\$285 (Non-Museum members)

Most art materials are included in tuition. Students may be asked to bring some found items from home for some projects

No refunds, unless classes are canceled by the Museum. The Museum may substitute instructors or classes, if necessary. All fees must be paid in advance. The Museum will not tolerate bullying, disruptive, violent, or otherwise inappropriate behavior and retains the right to send any child who exhibits such behavior home, without refund.

\* Family level members and above receive the member discount for students living in the member's household. Go to [fresnoartmuseum.org/joinnow](https://fresnoartmuseum.org/joinnow) for details on membership.

## June 15-19, 2026

### Invent!

Take inspiration from *The Most Magnificent Maker's A to Z* book. Invent pop-up greeting cards, invent a game, the perfect paper airplane, a clock that works, artist trading cards, a puppet character, and more fun projects. Special award-winning guest puppet designer joining the team.

### Drawing from Your Head: Comic Book Design

Learn to bring your story ideas to life by improving your drawing and storytelling skills. Learn the secrets of comic book design and story creation with our FAM art instructors, including a former DreamWorks illustrator and a video game designer.

## June 22-26, 2026

### Black & White

Students will study a variety of drawing techniques and learn composition, shading, perspective, and more using pencil, ink, collage, scratchboard, and charcoal. They will find inspiration in several of the exhibitions in the Museum. The lead teachers are both illustrators.

### Explore Drawing & Painting

Students will view two-dimensional paintings and etchings in the galleries and learn basic drawing and painting techniques and apply them to drawing in the galleries and painting in the classroom, honing their observational skills using pencil, charcoal, pastels, oil pastels, watercolor, and acrylic paint.

## August 3-7, 2026

### Monsters, Dragons, & Wild Things

Be inspired by the dragon in *Knight Owl* in the Christopher Denise exhibition or simply use your imagination to create two and three-dimensional imaginary creatures in all sorts of media. Create a scary paper mâché monster, wild thing masks, and more.

### Stop-Motion Animation

Work as part of a team or on your own to create stories and animated short films using drawing, painting, and 3D objects incorporating stop-motion animation techniques. Instructors include a former DreamWorks animator and a video game designer.

## August 10-14, 2026

### Re-Imagining Story through Illustration

Taking public domain children's short stories, students will reimagine them with illustrations, create their own unique stories that they will illustrate and turn into a book they can bring home. Students will learn about story, composition, basic drawing techniques, simple perspective, use of values, how to think through problems in creative ways, and more.

### Graphic Design without a Computer

Learn about what makes a good composition, typefaces, and how to design eye-catching posters, flyers, greeting cards, even a book. Students should develop a good sense of the formal elements and principles of design by applying the principles to their artwork. The design skills learned can easily transfer to all two-dimensional media, including computer graphics.

*Get creative with us!*