

# SWEAT 2020

STRUCTURED WORK EXPERIENCE & TRAINING

MARCH 23 - 26, 2020



**LaSalle College**  
Vancouver

**Deadline for SWEAT applications is March 15, 2020.**

**Please Note:** Priority will be given to Grade 12 students. All applicants should be Grade 11 or above.

For consideration into this program, all completed applications must be accompanied with:

- 1. Completed application form with choices marked 1 and 2.**
2. Completed photo release form
3. Payment of \$150 by cheque or money order payable to LaSalle College Vancouver or credit card authorization for \$150. 3<sup>rd</sup> Party Authorization form attached. Payment is not required for students who have applied for admission to LaSalle College Vancouver.

## PERSONAL INFORMATION

First Name \_\_\_\_\_ Last Name \_\_\_\_\_

Address \_\_\_\_\_ Date of Birth (DD/MM/YYYY) \_\_\_\_\_

City \_\_\_\_\_ Postal Code \_\_\_\_\_ Province \_\_\_\_\_

Phone Number \_\_\_\_\_ Cell Phone Number \_\_\_\_\_

Email \_\_\_\_\_

## SCHOOL INFORMATION

High School Name \_\_\_\_\_ Grade \_\_\_\_\_

## IMPORTANT

I have attached: ☐ \$150 Payment

By signing below, I consent to representatives of LaSalle College Vancouver contacting me about educational opportunities via email or phone. I understand that my consent is not a requirement for any purchase. Message and data rates may apply. I understand that I may withdraw my consent at any time.

Student's Signature \_\_\_\_\_ Date \_\_\_\_\_

Parent/Guardian's Signature \_\_\_\_\_ Date \_\_\_\_\_

For questions or to submit applications, please contact: **Hilary Quick** at [hquick@lasallegevancouver.com](mailto:hquick@lasallegevancouver.com)

LaSalle College Vancouver does not guarantee that students will be placed in the program, or that all programs will run. This will be based on a number of factors including application numbers and facilities or instructor availability. Programs are subject to content change or cancellation. For the best chance of acceptance into a program, please number, in order of preference, programs in two program areas. Enrollment is limited, and early application is recommended. A refund will only be offered if there is no available place on either of the two programs selected or if the student does not meet the requirements of the SWEAT program. If a student is accepted but withdraws from the program or does not attend, they will not be eligible for a refund.

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## SWEAT OBJECTIVES

LaSalle College Vancouver's Structured Work Experience and Training (SWEAT) Program provides students with valuable work experience in a simulated creative work environment. B.C. high school students must complete 30 hours of work experience as part of their graduation requirements; however, many students are interested in a creative career in an area that is difficult to secure work hours. While some students are able to secure relevant placements, often their experience is not indicative of the challenges employees encounter in the field. SWEAT provides a valuable option for students to fulfill part of their work study requirements while gaining valuable industry experience and understanding.

Students choose their area of interest from a wide array of industry areas: design, media arts, fashion and culinary. Students are not passive observers—they are required to participate and are guided by faculty members who are industry professionals on a project from concept to final product. Students use industry-related technology in a facility that bridges the gap between education and industry. Faculty members guide them through the collaborative process, mirroring the work environment that an employee might find in the industry. In addition, faculty members discuss with students the realities of working in their areas of interest.

The students will:

### **Demonstrate effective communication skills**

- Demonstrate an understanding of and speak the languages in which business is conducted
- Listen to understand and learn
- Read, comprehend and use written materials, including graphs, chart and displays
- Utilize technology effectively as a vehicle for communication

### **Demonstrate critical thinking skills**

- Think critically and act logically to evaluate situations, solve problems and make decisions
- Locate, gather and organize information using appropriate technology, instruments, tools and information systems
- Access and apply specialized knowledge

### **Demonstrate responsibility and adaptability**

- Demonstrate ability to set goals and priorities
- Demonstrate the ability to plan and manage time and other resources to achieve goals
- Demonstrate accountability for actions taken
- Demonstrate adaptability
- Demonstrate a positive attitude toward change
- Demonstrate the ability to identify and suggest new ideas to get the job done—creativity
- Learn from mistakes and accept feedback

### **Demonstrate effective teamwork skills**

- Demonstrate ability to work with others
- Demonstrate an understanding of and work within the culture of the group
- Plan and make decisions with others and support the outcomes
- Respect the thoughts and opinions of others in the group
- Exercise "give and take" to achieve group results
- Lead where appropriate, mobilizing the group for high performance
- Manage and resolve conflict when appropriate

### **Participate in projects and tasks**

- Plan, design and carry out a project from start to finish with well-defined objectives and outcomes
- Develop a plan, seek feedback, test, revise and implement
- Select and use appropriate tools and technology for a task or project
- Adapt to changing requirements and information
- Continuously monitor the success of a project or task and identify ways to improve

### **Demonstrate positive and professional behaviors**

- Demonstrate self-esteem and confidence
- Demonstrate a positive attitude toward learning and growth
- Demonstrate initiative, energy, and persistence to get the job done

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We are proud to offer a broad range of programs for students who have an interest in design, media, culinary arts, and fashion design. **Please select two areas according to preference.**

**Mark your first choice '1' and second choice '2'.**

## PROGRAMS

### ☐ 3D MODELING & ANIMATION

Build your dreams and create the illusion of life! Learn the fun-damental principles of 3D modeling from concept design to finished product. Explore the techniques of concept design, life drawing, 3D modeling and sculpting techniques. Discover the principles of animation in a variety of mediums including life drawing, drawing, classical animation, and computer animation. All while learning the production methods used by companies such as EA, Pixar, and ILM to create animation for film, television and video games from those who have worked in the industry.

### ☐ CULINARY ARTS, BAKING & PASTRY

Whether it's an insatiable sweet tooth, a love of home-baked bread or the fundamental concepts, skills and techniques involved in basic cookery, students should be prepared to share their passion for the culinary arts. Explore the technical and artistic skills demanded of culinary and pastry and baking professionals while learning to blend ingredients and create your own tasty masterpieces. Discover the study of ingredients, cooking theories, and the preparation of buffet items cold and hot.

### ☐ DIGITAL FILM & VIDEO

Curious what the world looks like to a filmmaker, but never had the chance to stand behind the camera? Learn how to operate a digital camera, light your subjects, develop a concept, shoot a short story and then edit it – all in four days! This program is for students who have not yet received any formal training in digital filmmaking.

### ☐ FASHION DESIGN & FASHION MARKETING

Learn from a professional designer how the fashion business works from concept to consumer. This hands-on workshop will take you through the fashion design process

from an initial idea to a prototype in a studio environment with professional equipment. Next, explore how fashion marketing and merchandising bring today's fashion to the consumer, and how fashion styling is vital to this process. Highlight current trends by styling your own fashion photo shoot and then creating a magazine cover with an accompanying article.

### ☐ GAME DESIGN & DEVELOPMENT

Begin to learn the fundamentals of game design by analyzing the video game industry, a variety of game genres and effective design techniques. Then apply this learning to collectively create a game concept, implement and play test it. Inside a modern game development environment, learn the basics of video game programming through the creation of simple video games. Finally, apply these skills to modify a 3D game engine.

### ☐ GRAPHIC DESIGN

Graphic Design is more exciting than it has ever been. Right now is one of the most interesting times to enter this field. In Graphic Design you get to combine your love of art with your love of computers. It's the best of both worlds. Graphic Designers get to work in exciting fields from magazine design, logo design, packaging design, to web design and game interfaces. Our workshops will introduce you to this world by letting you create and print your own designs with industry grade tools such as Adobe Photoshop, Illustrator and InDesign.

### ☐ INTERIOR DESIGN

Interior design has the ability to improve our quality of life. Use your personal sense of style and flair to design a functional and aesthetically pleasing interior space. Take this great opportunity to use the elements and principles of design to plan a residential space as well as choose colors, furniture and

materials. Learn how elements such as line, space, form, texture, colour and light work together to create interior spaces.

### ☐ JEWELLERY DESIGN

Roll up your sleeves and learn about the jewellery design process – from concept to fabrication – in this hands-on workshop.

### ☐ PHOTOGRAPHY

If you have a passion for visual storytelling, there's lots to learn in this dynamic workshop. We'll challenge you to push yourself – both artistically and technically. You'll cover the basics and apply them to real-life projects.

### ☐ PROFESSIONAL RECORDING ARTS

Music and sound evokes emotions throughout all forms of media. You will understand how a song, music soundtrack, sound effects in 5.1 surround-sound, dialogue, Foley & backgrounds can create an immersive experience to add to your favorite album, video game, film or television show. By layering each one together by using industry standard software like "ProTools" and "Logic Pro" you will learn how to record, edit & mix all these elements perfectly.

### ☐ VISUAL EFFECTS FOR FILM & TV

Make the unbelievable believable! Explore the dynamic world of Visual Effects production. Learn the methods to create the incredible visuals in movies such as District 9, The Matrix and The Lord of The Rings, to name but a few. Participants will use industry-standard tools and techniques to create their very own VFX production.

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## THIRD PARTY AUTHORIZATION FORM

I, \_\_\_\_\_ acknowledge that \_\_\_\_\_  
*Cardholder* *Student*

is attending LaSalle College Vancouver's Structured Work Experience and Training (SWEAT), and hereby provide authorization to charge my credit card for the following amount:

\$ 150.00 \_\_\_\_\_

Full name as listed on card: \_\_\_\_\_

Type of credit card: \_\_\_\_\_

Credit card account number: \_\_\_\_\_

Expiry date of card: \_\_\_\_\_

Relationship to student: \_\_\_\_\_

Dated at \_\_\_\_\_ this \_\_\_\_\_ day of \_\_\_\_\_  
*Place of Signing* *Month/Year*

Signature of Cardholder: \_\_\_\_\_

### For office use only:

Signature of employee processing transaction: \_\_\_\_\_

Student number: \_\_\_\_\_

**Please email completed form to [hquick@lasallecollegevancouver.com](mailto:hquick@lasallecollegevancouver.com),  
Subject: SWEAT 2020 Application**

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## PHOTO/LIKENESS/VOICE/WORDS RELEASE FORM

I hereby irrevocably give to LaSalle College Vancouver located at 2665 Renfrew Street, Vancouver, BC V5M 0A7, and its parent and affiliated companies and schools, including without limitation LCI Education and LCI Education assigns, licensees and successors the right to photograph, film and/or videotape me and/or to otherwise record my image and/or likeness, to quote me, to record my words and to use, publish, display, reproduce, copy and distribute my image and/or likeness, voice and words, in all forms of media now known or later developed, including composite or modified representations and including on the Internet, for promotional activities for LCI Education, including advertising, direct mail, catalogs, websites, exhibitions, film festivals and classroom presentations, throughout the world and in perpetuity. LCI Education are permitted, although not obligated, to include my name in connection with my image and/or likeness, voice and words. I waive the right to inspect or approve versions of my image and/or likeness used for publication or the written copy that may be used in connection therewith and agree that LCI Education shall not be liable to me for any distortion or illusionary effect resulting from the use, publication or display of my image or likeness. LCI Education are not obligated to utilize any of the rights granted in this Agreement. I agree that I shall have no ownership of or other rights in the photographs, film, videotapes or other recordings of my image and/or likeness, voice and words taken or made by or on behalf of LCI Education. I understand that LCI Education shall not be responsible for unauthorized duplications/use of my image and/or likeness, voice and words by third parties on the Internet or otherwise.

### Release

I release LCI Education and LCI Education's assigns, licensees and successors from any claims that may arise regarding the use of my image and/or likeness, voice and words, including any claims of defamation, invasion of privacy, or infringement of moral rights, rights of publicity or copyright.

### Signature

I have read, understand and agree to the terms of this Agreement.

Name: (print) \_\_\_\_\_ Date: \_\_\_\_\_

Signature: \_\_\_\_\_

Address: \_\_\_\_\_

Student ID Number (if applicable): \_\_\_\_\_

### Parent/Guardian Consent [Please complete if the subject of this Release is under 18 years of age.]

I am the parent or guardian of the minor named above, who is aged \_\_\_\_\_. I have the legal right to consent to and do consent to the terms of this Agreement.

Parent/Guardian Name (print) \_\_\_\_\_ Date: \_\_\_\_\_

Parent/Guardian Signature: \_\_\_\_\_