SHOCK KIDS

NEW MEDIA TECHNOLOGY ARTS

PREPARING YOUTH TODAY FOR TOMORROW

Shock Kids New Media Technologies is a youth-focused media-technology program designed to give children and teenagers hands-on access to modern digital media tools, creative production environments, and technology education. The core idea is to move beyond passive media consumption (scrolling, watching, playing) into active creation: video production, VR and metaverse design, digital storytelling, audio/podcast work, and other new-media skills.

SHOCK KIDS
New Media Tech

www.shockids.com

The Future of Creative Technology

The future of creativity is being reshaped by rapid advancements in metaverse development, gaming technology, video editing, 3D animation, and digital modeling. These fields are no longer niche—they are the backbone of today's entertainment, education, business, and social experiences. From immersive virtual worlds and cinematic storytelling to real-time game engines and hyper-realistic 3D characters, creative technology is defining how the next generation will learn, work, communicate, and express themselves. while learningentrepreneurship, and innovation.

Knowledge & Learning

As these digital frontiers expand, young people must be equipped with not only the tools but the skills, confidence, and imagination to participate in them. This is where Shock Kids New Media Technologies steps in. Shock Kids is designed to prepare youth for the creative-tech revolution by giving them hands-on experience with professional-grade hardware, industry-standard software, and real-world production workflows. Students learn how to build virtual environments, design characters, edit videos, create animations, and bring their ideas to life using the same tools used in film studios, gaming companies, and metaverse development labs.

More than a program, Shock Kids is a launchpad for future innovators. By immersing students in gaming engines, VR development, digital media production, and 3D artistry, the program empowers them to become creators—not just consumers—in a world driven by interactive and immersive technology. They gain critical 21st-century skills such as digital literacy, problem-solving, collaboration, and creative thinking, all while exploring careers that will dominate the future job landscape.

"This transforms media exposure from a passive activity into a productive learning experience — one that builds creative confidence, technical literacy, and future-readiness."

Shock Kids ensures that today's youth are prepared not only to navigate the evolving digital world but to shape it. With access, mentorship, and cutting-edge tools, young creators are encouraged to imagine boldly, experiment fearlessly, and develop the technical expertise needed to succeed in tomorrow's creative-tech industries. ChatGPT said:

In addition, Shock Kids emphasizes early exposure and equal access, ensuring that all students—regardless of background or resources—can participate in the future of creative technology. By offering a structured environment where experimentation is encouraged and creativity is celbrated, the program helps children discover new passions and hidden talents.

WHAT IS MOTION GRAPHICS?

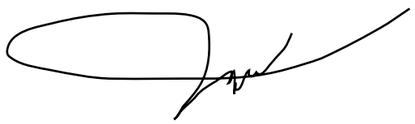
A Motion Graphics and Graphic Design course introduces students to the visual language of modern media, teaching them how to create compelling visuals that communicate ideas, tell stories, and enhance digital experiences. Students learn foundational design principles—color theory, typography, layout, composition—alongside industry-standard software used for animation, branding, advertising, and digital content creation. Through hands-on projects, they explore how to bring static graphics to life through motion, building skills in logo animation, title sequences, digital ads, social media visuals, and visual effects integration. This combination of creativity and technical ability gives students a powerful skill set that is highly valued across multiple industries.

The benefits of mastering motion graphics and graphic design extend far beyond the classroom. As digital platforms continue to dominate communication, marketing, entertainment, and education, the demand for skilled designers and motion artists is rapidly increasing. Tomorrow’s careers rely heavily on strong visual storytelling—from film and streaming media to gaming interfaces, mobile apps, advertising campaigns, metaverse environments, and interactive experiences. Students who understand design and motion graphics will be prepared for roles such as digital designer, animator, content creator, brand designer, UI/UX designer, and multimedia specialist. With creativity becoming one of the most essential skills in the future workforce, this course equips students with both the artistic foundation and the technical proficiency needed to thrive in the evolving world of digital media and emerging technologies.

“It’s Hard To Beat Someone Who Will Never Give Up”

Director’s Statements

Video editing and compositing are essential components of modern digital media production, merging creativity with technical skill to shape the way stories are told across film, television, social media, advertising, and immersive content. In a video editing and compositing course, students learn how to cut, arrange, and enhance footage using industry-standard software, mastering techniques such as color correction, audio mixing, green-screen compositing, visual effects integration, motion tracking, and seamless transitions. They develop the ability to transform raw footage into polished, professional content that captures attention and communicates a compelling messag



Gary Moore
PROGRAM DIRECTOR

About Our Company

A 3D animation course teaches students how to bring characters, objects, and environments to life through motion, emotion, and storytelling. Using industry-standard software, students learn the principles of animation—timing, spacing, squash and stretch, anticipation, weight, and follow-through—while applying them to digital characters and scenes. They gain hands-on experience animating walk cycles, facial expressions, action sequences, environmental interactions, and camera movements. The course blends creative artistry with technical precision, helping students understand how to convey believable movement, personality, and narrative through animation. By working through real production pipelines, students build the skills needed to animate for games, films, TV, VR experiences, and emerging digital platforms.

The career pathways that stem from 3D animation are wide-ranging and growing rapidly. Animators are in high demand in the gaming industry, where character animation, cutscenes, gameplay mechanics, and cinematic sequences rely on skilled motion design. In film and television, animators work on visual effects, fully animated features, and hybrid live-action productions. Beyond entertainment, animation plays a major role in metaverse development, medical simulation, architectural visualization, advertising, virtual training, and educational content. As industries continue to adopt immersive and interactive media, the demand for talented animators increases. A 3D animation course gives students a competitive advantage, preparing them for high-impact, future-focused careers where creativity

A 3D modeling and character design course introduces students to the art and science behind creating digital objects, environments, and characters for interactive and visual media. Students learn how to sculpt, texture, rig, and animate 3D assets using industry-standard software, gaining hands-on experience with the same workflows used in professional studios. They develop an understanding of anatomy, proportions, form, and movement as they design original characters and build detailed worlds. Whether crafting creatures, heroes, vehicles, or architectural scenes, students learn to bring imagination to life in three-dimensional space while mastering the technical tools that power today’s most advanced creative industries.

The skills gained in 3D modeling and character design open doors to a wide range of career paths beyond gaming. These techniques are essential in film and television animation, virtual production, augmented and virtual reality development, product visualization, architecture, industrial design, simulation training, medical visualization, and even fashion tech. Character design specifically is a cornerstone of game development, animated films, metaverse experiences, and digital storytelling. As the demand for immersive content grows, so does the need for skilled 3D artists who can create believable, expressive, and visually engaging digital assets. By learning 3D modeling and character design, students gain a future-ready skill set that prepares them for high-demand roles in some of the fastest-growing creative and technological fields.

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Vision & Mission Company

Mission Statement:
Our mission is to empower youth with the skills, knowledge, and confidence to excel in the rapidly evolving fields of digital media, gaming, 3D animation, virtual production, and creative technology. Through hands-on training, industry-standard tools, and real-world project experience, we provide students with the foundation to become innovators, storytellers, and creators. We are committed to fostering creativity, technical mastery, and critical thinking, preparing every student to transform ideas into impactful digital experiences.

Vision Statement:
Our vision is to be a leading force in shaping the next generation of digital creators and innovators. We strive to create a community where technology and creativity converge, inspiring students to push boundaries, explore new possibilities, and contribute meaningfully to the future of media, gaming, and immersive experiences. By providing access to cutting-edge tools, mentorship, and collaborative opportunities, we aim to equip youth with the skills and vision necessary to thrive in tomorrow’s creative industries and drive innovation on a global scale.

Our Mission

“Technology is more than tools and code—it’s a bridge between imagination and reality. It allows us to turn ideas into experiences, dreams into interactive worlds, and visions into creations that can inspire, educate, and connect people across the globe. When paired with creativity,”

Our mission is to empower creators, innovators, and future industry leaders through immersive, high-quality digital media education. We are committed to providing students with the skills, technology, and real-world experiences needed to thrive in the rapidly evolving fields of 3D animation, game development, virtual production, and digital design. By fostering creativity, discipline, and technical excellence, we prepare learners to transform ideas into impactful visual stories and interactive experiences that shape the future of entertainment, technology, and communication. We strive to cultivate an environment where imagination meets innovation, encouraging students to push boundaries and explore new possibilities in digital art and emerging technologies. Through hands-on training, industry-standard tools, and mentorship from experienced professionals, we aim to inspire confidence, spark passion, and build meaningful career pathways. Our mission is to not only teach the craft but to empower every student to become a visionary creator capable of making a lasting imprint on the digital world.

Our Vision

“Technology transforms the way we create, communicate, and experience the world. It takes imagination beyond the limits of the physical and allows artists, designers, and innovators to bring ideas to life in ways never before possible. When harnessed with creativity,”.

Our vision is to be a leading force in preparing the next generation of digital creators, innovators, and storytellers. We aim to provide youth with access to cutting-edge technology, immersive learning experiences, and industry-standard tools that empower them to explore, experiment, and excel in fields such as 3D animation, game development, virtual production, and digital design. By fostering creativity, technical mastery, and critical thinking, we envision a future where every student can transform their ideas into impactful, professional-quality digital content.

We aspire to cultivate a community where creativity meets technology, and where students are inspired to push boundaries, challenge conventions, and shape the future of interactive media. Through mentorship, collaboration, and hands-on experience, our goal is to equip learners with the skills, confidence, and vision necessary to thrive in rapidly evolving industries. We see a world where young creators are not only prepared for careers in digital media but are also empowered to lead innovation, drive cultural change, and make meaningful contributions to the global creative landscape.

Our Technology Courses

Shock Kids New Media Technologies is an innovative educational program designed to equip youth with the skills, knowledge, and experience needed to thrive in the rapidly evolving world of digital media, gaming, 3D animation, and immersive technologies. The program combines hands-on learning with industry-standard hardware and software, giving students practical experience in areas such as video production, motion graphics, character design, VR/AR development, and digital storytelling. Through structured projects, mentorship, and collaborative learning, students develop both creative and technical expertise while building a strong foundation for future careers in media, entertainment, and technology.

Block 1 (Weeks 1–6)

Graphic Design in Adobe Photoshop

Students learn the foundations of digital art and graphic design.
Skills Covered:
Understanding tools, layers, brushes, and selections
Creating posters, social media graphics, and digital artwork
Photo editing, color correction, and effects
First mini-project: Create a personal logo & poster design

Block 2 (Weeks 7–12)

Motion Graphics in Adobe After

Students bring visuals to life with motion graphics.
Skills Covered:

Keyframes, animation curves, and typography animation

Block 2 (Weeks 7–12)

Video Editing & Green Screen

Using Adobe Premiere Pro, students learn video storytelling.
Skills Covered:
Cutting, trimming, transitions, and adding music

Block 4 (Weeks 19–24

3D Modeling Charater Creator / iClone

Hands-on introduction to creating 3D objects.
Skills Covered:
Modeling techniques, sculpting, and texturing

Block 5 (Weeks 25–30)

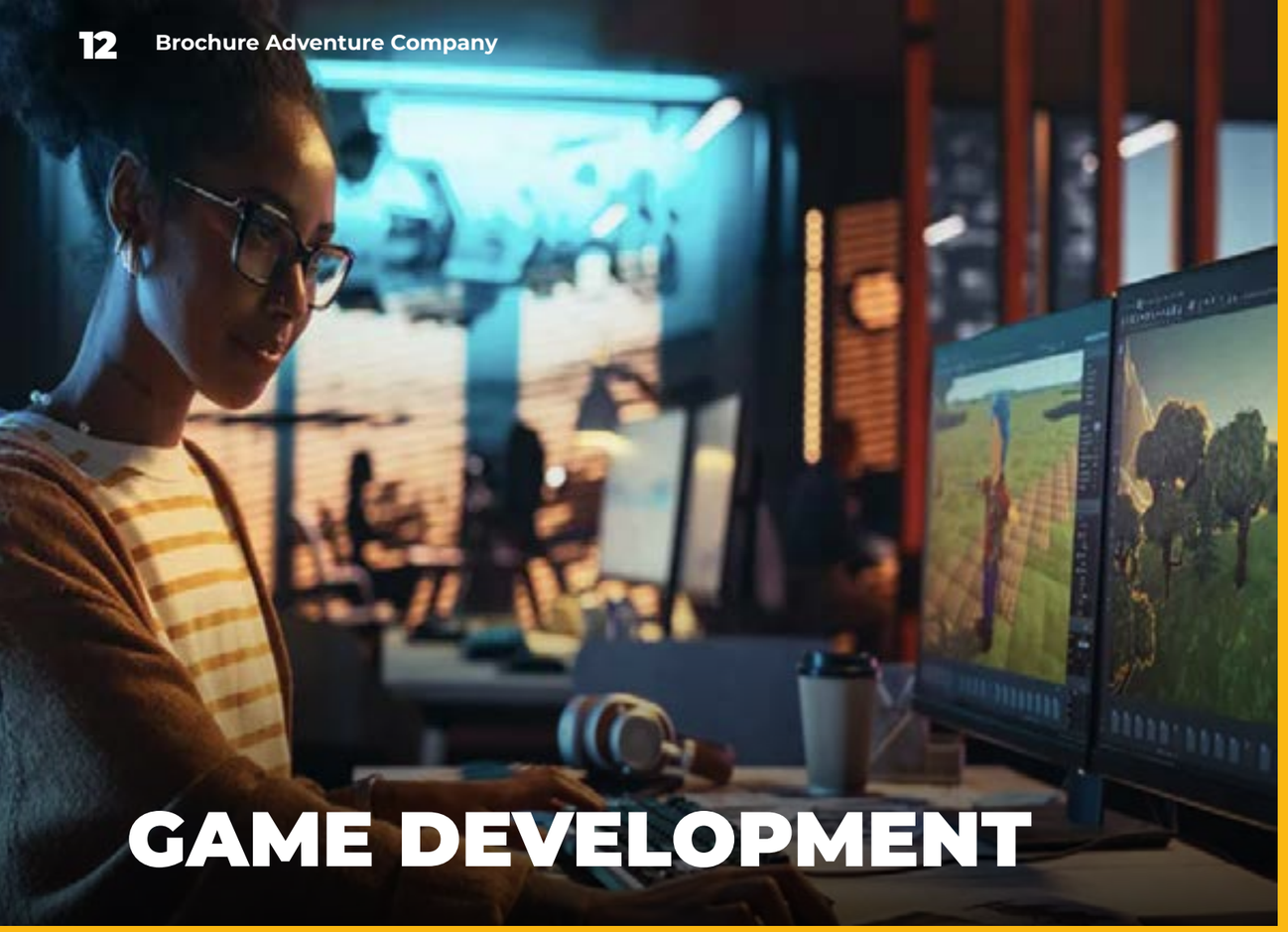
Animation (2D & 3D)

Students bring characters and objects to life.
Skills Covered:
Principles of animation (timing, squash & stretch, movement)

Block 6 (Weeks 31–36)

Digital Audio Processing & Production

Students explore the world of audio creation.
Skills Covered:
Recording and editing audio



GAME DEVELOPMENT

The beginning courses in design, 3D modeling, animation, video editing and compositing, and motion capture all serve as the essential foundation for students preparing to enter the world of game development. Each discipline introduces core creative and technical skills that build a strong understanding of digital assets, storytelling, and production workflows. Students learn how to conceptualize ideas, design characters and environments, craft animations, and combine visual elements into polished scenes. These early courses help students develop the confidence and skill set needed to work with advanced tools used across entertainment and interactive media.

Block 8 (Weeks 43–48)
Game Development

As students progress, they begin to understand how each skill connects within the game development pipeline. 3D modeling and character design lay the groundwork for creating the assets that populate a game world, while animation and motion capture bring those characters and environments to life. Video editing and compositing strengthen storytelling abilities and teach students how to create cinematic sequences, trailers, or in-game cutscenes. Together, these courses prepare learners to transition seamlessly into game development software, where their skills can be integrated into playable, immersive experiences. Game development is deeply connected to the metaverse and virtual reality industries, and these foundational skills are key to thriving in those emerging fields. The metaverse relies on high-quality digital environments, animated avatars, interactive worlds, and realistic motion—all of which stem from the early skills students develop in these courses

The Future In WWW3 Development

Game development is no longer limited to entertainment—it has expanded into education, simulation, training, business, and virtual collaboration. This means students who complete these foundational courses are not only preparing for careers in gaming but also gaining skills that apply to a wide range of modern industries. Companies today rely on 3D interactive environments for product design, architectural visualization, medical training, and virtual team experiences. With a solid background in modeling, animation, motion capture, and compositing, students become adaptable creators capable of contributing to the digital transformation happening across countless sectors.

Furthermore, the rise of metaverse platforms and immersive VR ecosystems has created new opportunities for young developers who understand how to build engaging, interactive worlds. The skills gained in these early courses empower students to think like innovators—combining storytelling with technical execution to create experiences that feel alive. Whether they’re designing virtual classrooms, digital storefronts, or multiplayer metaverse hubs, students are prepared to shape the future of how people work, learn, and play. These courses act as the gateway to limitless creative careers, giving students the tools to become leaders in the next era of technology.

“Metaverse and gaming are not just the future of entertainment—they are the future of how we learn, create, connect, and experience the world. Those who build these digital universes today will shape the realities of tomorrow.”

Company Values

Transparency

At Shock Kids, transparency is one of our core values. We are committed to openly sharing how our program operates, how funding is used, and how we support the students and communities we serve. Every decision we make—from curriculum development to equipment purchases—is guided by our mission to provide youth with high-quality access to creative technology education, industry-standard tools, and meaningful career pathways. We believe that honesty and accountability build trust, and we encourage parents, partners, donors, and students to engage with us, ask questions, and stay informed.

Integrity

Integrity is the foundation of everything we do at Shock Kids. It means acting with honesty, responsibility, and strong moral principles in every decision, every interaction, and every learning experience. We hold ourselves accountable to our students, partners, and community, ensuring that our actions align with our mission to empower youth through creative technology.

Safety

Safety is a top priority at Shock Kids, ensuring that every student learns and creates in an environment that is secure, supportive, and respectful. We maintain clear guidelines, proper supervision, and well-structured procedures to protect students physically, emotionally, and digitally. From using equipment responsibly to promoting positive interactions and safeguarding online practices, we are committed to fostering a space where youth can explore technology with confidence. By prioritizing safety, we empower students to take creative risks, collaborate effectively, and focus on developing their skills without fear or uncertainty.

The Future Is Now

Every great innovation begins with a spark of curiosity. When we nurture that

Thank you for taking the time to learn about Shock Kids New Media Technologies and our commitment to preparing the next generation of creators, innovators, and digital leaders. Our program was built on the belief that every young person deserves access to cutting-edge tools, hands-on training, and a supportive community that encourages creativity and exploration. Whether students aspire to work in gaming, animation, virtual reality, or emerging metaverse industries, we are dedicated to giving them the knowledge, confidence, and opportunities they need to succeed in a rapidly evolving world.

As we look toward the future, we remain focused on expanding our impact, strengthening partnerships, and providing even more youth with pathways to exciting and meaningful careers. With continued support from families, communities, and potential investors or donors, we can empower the next generation to not only participate in the future of technology but to shape it. Together, we can inspire innovation, unlock potential, and build a brighter digital future for all.

“Empower the youth with creativity and technology today, and they will build the worlds we explore tomorrow.”

SHOCK KIDS

New Media Tech

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At Shock Kids, we believe that empowering youth with creativity, technology, and hands-on learning experiences is the key to shaping the innovators of tomorrow. By providing the tools, mentorship, and opportunities they need today, we are not just teaching skills—we are inspiring a generation to dream bigger, create boldly, and lead the future of digital media and immersive tech-

"When we give young minds the tools to create, we give them the power to change the future."

"Every great innovation begins with a spark of curiosity. When we nurture that spark, we ignite the future."