



Located at the Promenade on the Peninsula

It's August or Bust

It's the last month of summer, but classes are showing no sign of slowing down! We're aiming to end big, and there's not lack of enthusiasm among the instructors as well as the students.

Announcements

Thank you to everyone who came to our second summer Free Doggy Photoshoot! We are moving into editing both the new dog pictures as well as the pictures from our last photoshoot. **Lauren** and **Tina** are hard at work touching up the photos and making the dogs even more adorable!

We're having an Open House on Sunday! From 1-6 pm, come join us at our Promenade location for a showcase of all the new classes and programs we'll be offering in the Fall!

We're gearing up for our new Fall robotics courses! PVNet is excited to announce that we are in the final stages of preparing several new robotics classes that we will be offering in our Fall sessions. New classes will include VexIQ, MatLab, Battle Bots, and other fun courses! Our instructors **Don** and **Kirithika** are helming the classes, and will teach students useful skills in engineering, coding, and simulations.

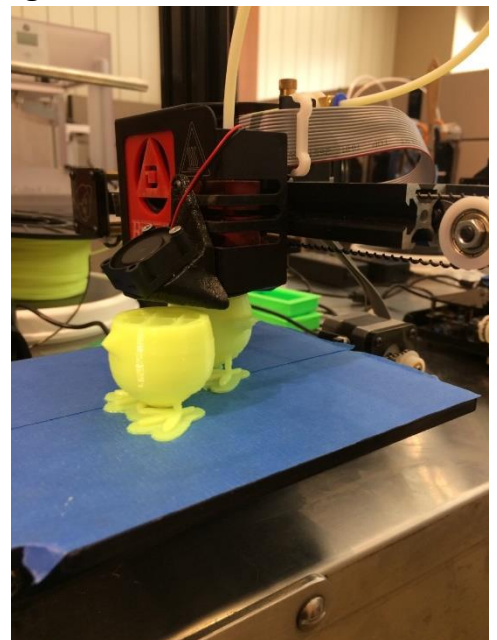
We are in the final stages of setting up our Battle Bots Club! Soon, students can sign up to be a part of the PVNet Battle Bots Club, in which we will design our own combat robots and take part in official competitions! We will provide more information once the guidelines for joining the club are finalized.

Classes

STEM UNIVERSITY

This week's STEM University has been a blast! Students are having a great time learning about Autodesk Maya and Tinkercad, and have used their newfound skills to 3D print several creative shapes.

They've also been enjoying learning about LittleBits, playing around with the LED lights and composing simple songs on the keyboards.





Kip."

Several students have also mastered Scratch, learning how to code simple games like racing an AI to the finish line or making their own Pong game!

3D Pens, of course, remain the big hit, and this week we've been using printed paper templates to build new and fun designs!

Some of the students' creations include this rabbit-like figure, created by Catcher, affectionately dubbed "Kip".

Quotes from some of this week's students:

Rumer: "I very much enjoyed playing with LittleBits this week!"

Peyton: "Ozobots. Those were so much fun. Scratch was also really fun. I went home and made four games on my own!"

Catcher: "I enjoyed 3D printing, and I loved designing Uncle Matucci and

Victoria: "The 3D Pens were the best part!"

VEXIQ ROBOTICS

Our new VexIQ class is in full swing, and instructors **Don** and **Kirithika** are hard at work teaching their students how to code both virtual and physical robots. This week, students have been practicing coding virtual robots in certain challenges, such as learning how to make their robot pick up objects and place them in a designated area or having the robot detect obstacles in its way and avoiding collisions.

Soon, the students will be moving into building their own physical robots, which they will learn to code just like their virtual counterparts!

MATLAB

This week wrapped up MatLab's Level 1, and students learned how to animate using the MatLab software. As an engineering software used for calculations and simulations, it is a vital program to any aspiring engineer, or anyone even slightly interested in learning how to code software. The course starts simple and builds upon each day's lesson.



Projects

VIDEO PRODUCTION

Our **PV Transit PSA** project is on a roll! **Eunice** has been working hard on making animations for our 15-second commercials, and has already completed two of them. **Michael** has been shooting live footage for



another one of our commercials, and will soon be using After Effects to cut a rough draft. **Aysel** has been putting the finishing touches on the scripts, getting them ready to be recorded. We're aiming to have our first couple commercials completed in the next week.

GAME DESIGN

Now that **Aysel** has finished rigging her zombie model and started the basic animations alongside **Christian, Michael** has been hard at work developing smooth movement codes to ensure that once the zombie has been animated, it is able to move properly around the map. **York** designed

a survival knife as a melee weapon for the player to use alongside their grenades. **Lochlan** continues to work on designing new weapons to be used against the zombies.

Thanks for all your hard work and dedication, guys!

Interns

Instructor **PJ** taught a three-day course in Javascript Coding for some of our interns, and they had a wonderful time learning new and useful skills.

Intern **Thore** has been putting his electronics skills to the test, helping to repair some of our out-of-commission 3D Printing Pens. So far he's been able to resurrect at least two! Thanks for all your hard work, Thore!

Instructor **Aysel** is pushing 3D Printing Pens to new heights, constructing a T-Rex that will stand over a foot tall once it's completed!

Intern **Eric** is teaching an Intro to 3D Pens class this week from 3-4, and we had a wonderful turnout and enthusiastic students. He's also been using the new Laser Cutter to cut a dual-sense bracket for the Vive headset. Instructor **Sam** lent a helping hand. Thanks for your hard work, guys!



Writing by: Aysel Atamdede

*PVNet News
Summer 2016*