

## First Year Hooper Classrooms General Access and Use

The GC Classrooms are open during the following hours:  
Monday-Sunday- **When no classes are in session**, open until 12AM.  
*Exceptions on Holidays when the campus is closed.*

**All Studio Users are responsible for the First Year Hooper Classrooms and the equipment in it.**

First Year Hooper Classroom users may not use any toxic/ environmentally unsafe substance. If students smell any toxic substance they are urged to report the problem to the shop staff. Students can go to the Main Campus shops and use the spray room. Students using materials with toxic/unsafe substances will receive a warning and may have their access suspended.

Any equipment, tools or other materials inside the First Year Hooper Classrooms which may include, brown and white paper rolls, easels, stools, **Must be used in the First Year Hooper Classrooms.**

The First Year Classrooms are accessible for student use when there is no class in session. The room must be cleaned up and reset for class use before leaving.

For example: sweeping the floors, unplugging hot glue guns, storing art supplies, tools and equipment in the black cabinets and moving furniture back to its original place. (see class map for table and chair layout)

### The 2D Classrooms Orientation Information Checklist :

#### Emergency/Evacuation procedures:

- Student Injury Protocols
- In case of fire/earthquake
- First aid box locations

#### Studio Culture/Etiquette:

- Who can use the GC Classrooms?
- The GC Classrooms set up/breakdown.
- Proper Clean up protocol of 2D materials for example: Art tools, storage space, furniture.
- Trash Can Locations: Clean up food, drink
- Best practices of using art materials and tools.
- GC Classrooms are shared studio spaces. There is no storage space for student's personal supplies.
- The GC Studio Hours of availability for First Year Students.  
Best practices for working in GC Classrooms. (ex: music)
- No Aerosol or toxic substances (ex: epoxies) allowed in the Hooper Building

