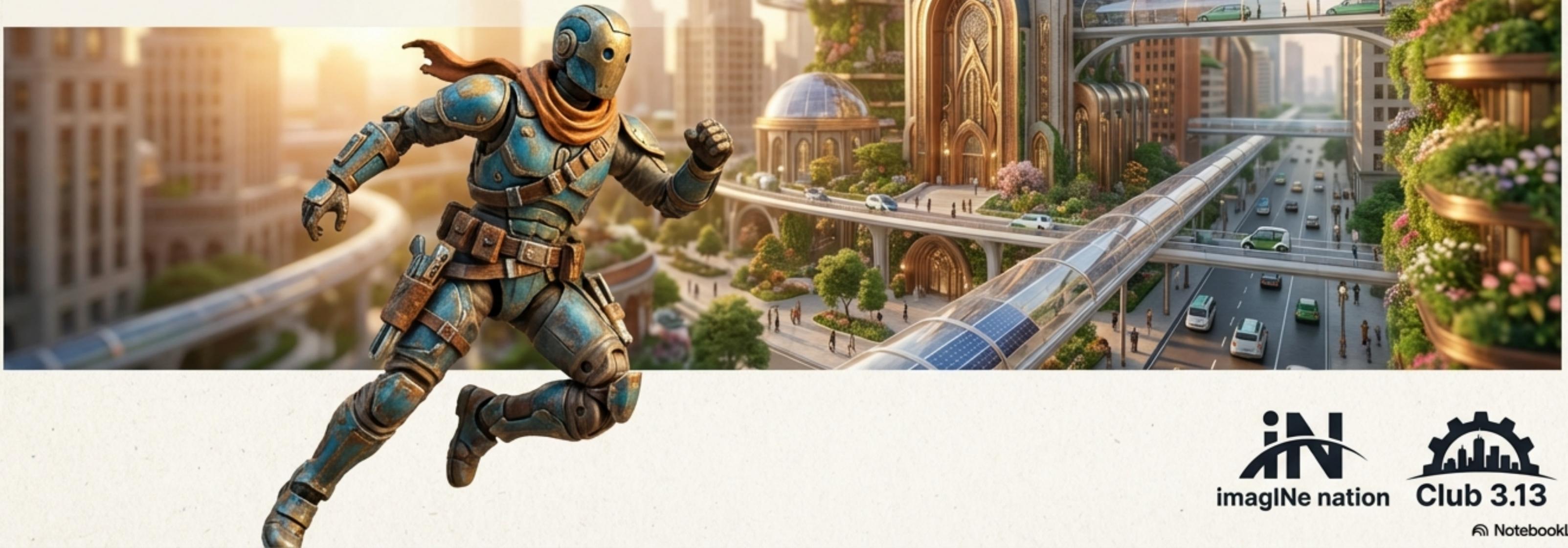


From Action Figure to Action Taker.

Turning play into a professional pathway for Detroit's next generation of creators.



A Complete Ecosystem for Creative Empowerment.



Accessible Engineering

A 16-week curriculum in “Prompt Craft” that demystifies AI and turns complex concepts into tangible skills.



Mentorship & Community

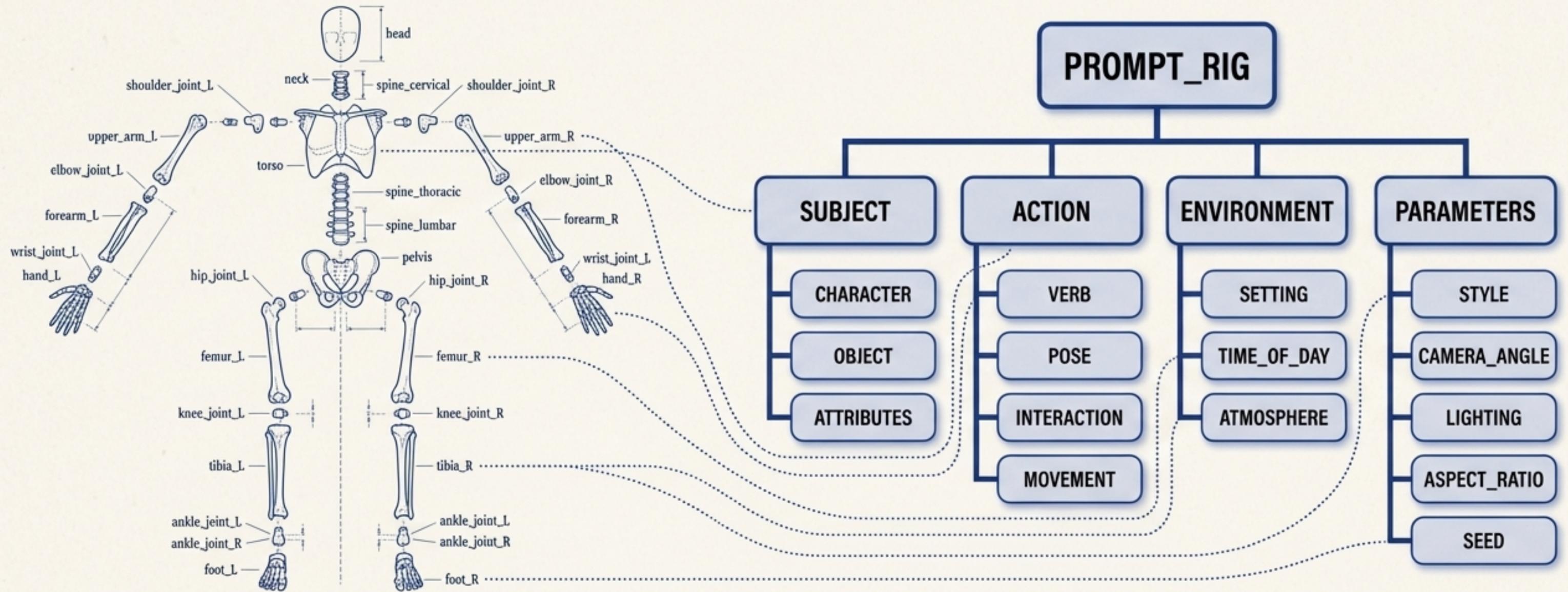
A “village grandpa” led initiative where veteran teaching artists guide students, building confidence alongside technical ability.



Real-World Application

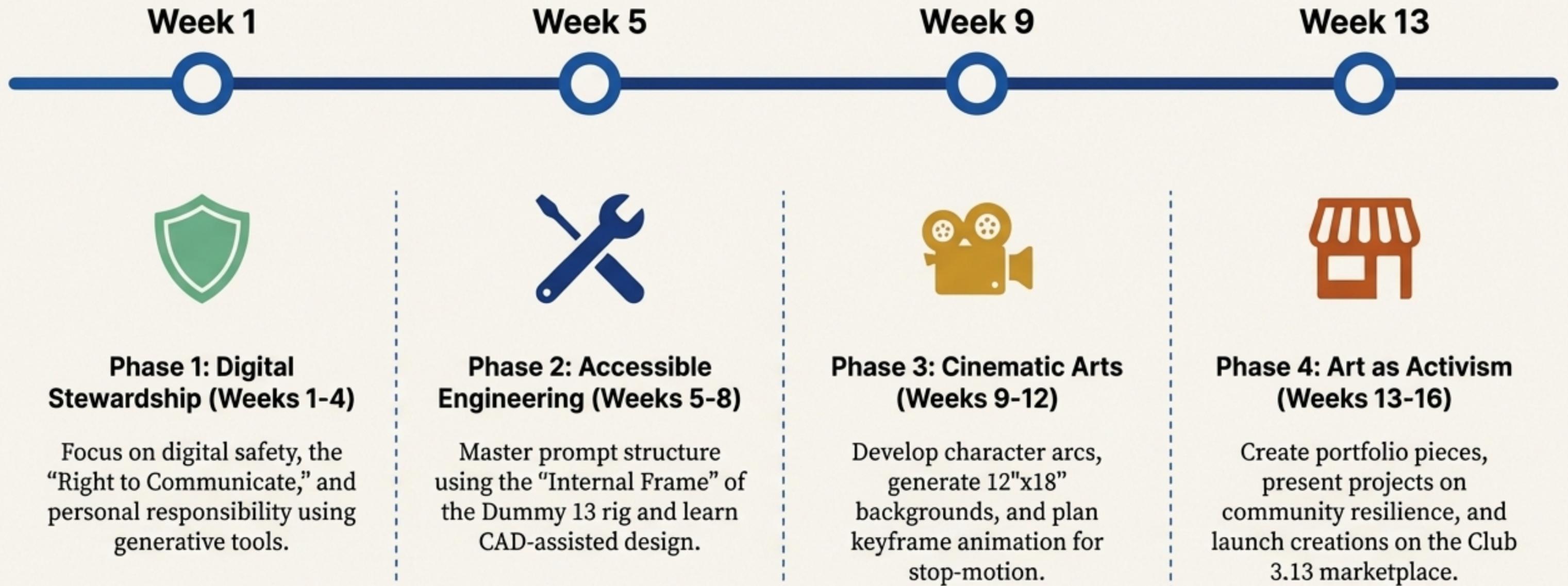
An integrated marketplace and portfolio system where students launch their careers by buying, selling, and trading their creations.

We Make the Complex Concrete

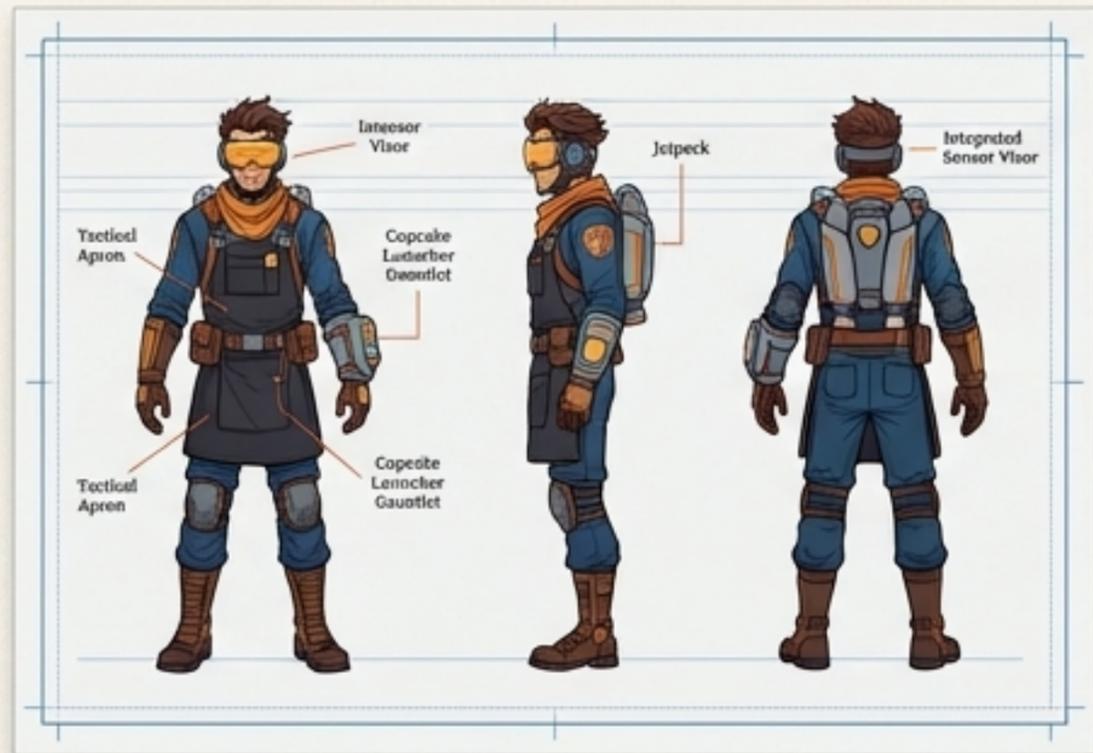


We teach Prompt Engineering, a critical 21st-century skill we call “Prompt Craft.” We don’t start with code; we start with a skeleton. The **26-step assembly** of the Dummy 13 action figure provides a physical, intuitive model for building complex, effective AI prompts—what we call creative “rigs.”

The 16-Week Journey: From Digital Steward to Marketplace Creator



Students Don't Just Learn. They Create Professional Portfolios.



Character Development: Students write and visualize complete character arcs for figures like the "Cupcake Bandit."



The Massive Graphic Novel Portfolio: Students compile their prompted creations into a collection of large-format, comic-styled posters.



Cinematic World-Building: Students generate custom 12"x18" backgrounds, defining visual mood and setting for their stories.



Bringing Their Stories to Life with Action Figure Theatre.

Skills culminate in dynamic storytelling. Using AI to plan precise keyframe increments for fluid movement, students produce stop-motion animation shorts.

These creations are showcased in live 'Action Figure Theatre' performances and as part of their digital portfolios.



More Than a Class. It's a Village.

Our program is a 'village grandpa' led initiative. Veteran teaching artist 'Babu' Ulysses Newkirk II provides technical mentorship through the lens of empowerment and Art as Activism.

This philosophy shifts education from passive consumption to active creation, building confidence and character.

**The program's core mantra:
"Make Your Own, Kid!"**

Seeding Creativity Through a Sustainable Hybrid Model



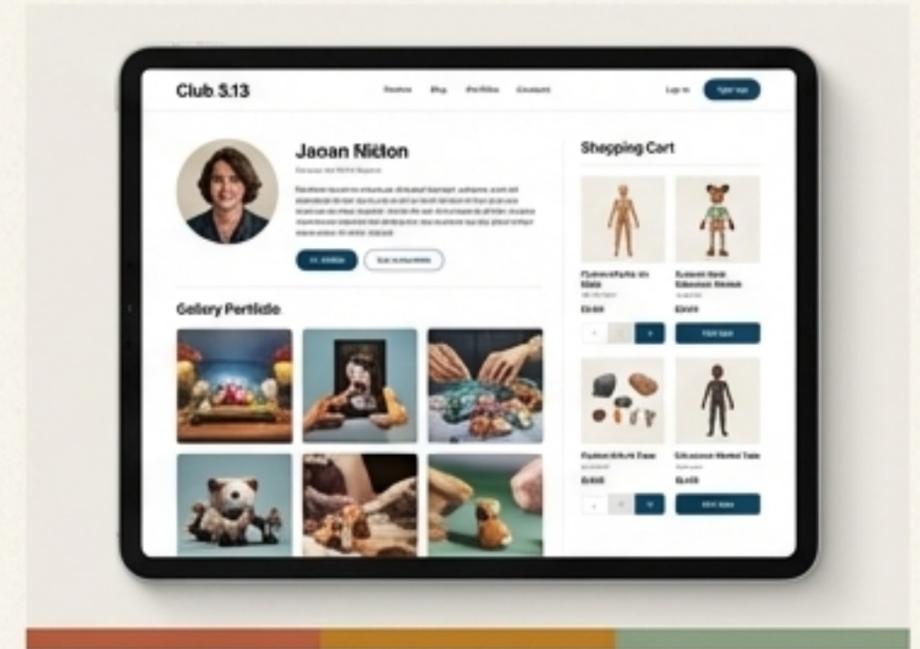
'A Box of Kittens' Starter Kit (\$600)

A complete package for community centers and schools, including figures, parts, backdrops, and a 2-hour workshop.



Stop- Motion Play Dates (\$30-\$500)

Hands-on introductory workshops. **Prop Studio & Sound Stage Access:** Rental services for advanced creators.



Club 3.13 Network

Members get an online shopping cart page (a \$480 value) and access to our marketplace to buy, sell, and trade their creations.

Partner With Us to Build the Future.



Sponsor a Creator

\$5,000

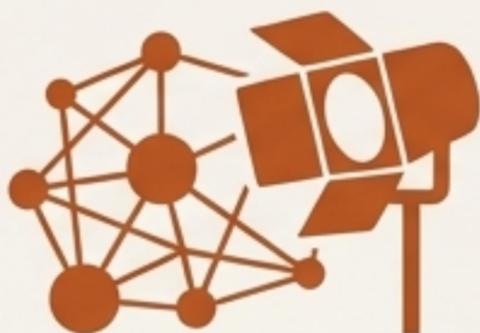
Provide a full 16-week scholarship for a cohort of 5 students, covering all materials and mentorship.



Equip a Community Hub

\$15,000

Supply a partner organization with 10 “A Box of Kittens” kits, plus comprehensive facilitator training for their staff.



Become a Foundational Partner

\$50,000

Fund the build-out of our physical Stop-Motion Sound Stage and the next phase of our online Club 3.13 marketplace.

Led by a Visionary Artist and Educator



'Babu' Ulysses Newkirk II

A veteran teaching artist and the architect of the imagINe nation curriculum. Ulysses integrates his deep experience in technical theater, 3D design, and community activism to pioneer the “Art as Activism through Play” framework. His “village grandpa” approach to mentorship is the guiding force behind our students’ success.



Let's Build Together.

Next Steps

- ✓ Schedule a live demo of the Action Figure Theatre.
- ✓ Fund a student scholarship or equip a creative hub.
- ✓ Discuss a foundational partnership.

imagIne nation

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[Insert Website URL]

[Insert Contact Email/Phone]

Make Your Own, Kid!