

2021 sess 7-12

Quarter 1 & 3

exterior linear perspective, 1pt. 2 pt, and linear perspective interior, 1 pt, and 2 pt.

Grid City

Four ways to make 3D lettering

Face measuring

3D Shapes, basic and complex

Character Development Part 1, the Head Part 2, the Chest and Torso

Character Development Part 3, the Arms, Legs Part 4 Hands and Feet

Two ways to Think About Drawing (rendering and cartooning)

Drawing Basics (small/big lines, light, loose, straight/curves 1

Upside Down Picasso and Vase Face

Grid and point 2

Viewfinder

Quarter 2 & 4

freehand drawing memory and imagination using cubes and cylinders

Drawing the hand, freehand

Measuring with the Sight Sizing Technique 1

Gesture Drawing 2

Values, Frame, Simultaneous Contrast

Additive Colors

Color mixing

illusion of depth

Linear Perspective

Atmospheric Perspective

Overlapping Shapes

Foreshortening

The Horizon and Eye Level

Direct light 2

5 step value scale and 2D aka Local Tone shading

Shading

Edges

Complex Textures

Basic Technique

General measure

Arm and shoulders/wrist and fingers

Light scribble

Straight angles

Finished drawing