

2021

Quarter 1 & 3

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

Right Brain

Right brain exercise, upside down picasso

Face/Vase

Grid and point 2

Viewfinder

freehand drawing memory and imagination using cubes and cylinders

Drawing the hand, freehand

Measuring with the Sight Sizing Technique 1

Gesture Drawing 2

Character Development Part 1, the Head

Character Development Part 2, the Chest and Torso

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

Two ways to Think About Drawing (rendering and cartooning)

Quarter 2 & 4

exterior linear perspective, 1pt. 2 pt, and 3 pt. 1

linear perspective interior, 1 pt, and 2 pt.

Four ways to make 3D lettering

Camera Lucida

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

Shading

Edges

Complex Textures

2D aka Local Tone shading