

2022, Sessions 1-6

Sessions 1-3

Two ways to Think About Drawing (rendering and cartooning)

3D Shapes, basic and complex, freehand drawing from memory and imagination using cubes and cylinders

Right Brain, Upside Down Picasso and Vase Face

Measuring with Sight Sizing

Exterior Linear Perspective, 1pt. 2 pt, and 3pt.

Interior Linear Perspective, 1 pt, and 2 pt.

Shading, Direct light

Values, Frame, Simultaneous Contrast, Additive Colors

Shading, 2D aka Local Tone and 5 step value scale

Measuring with Grid and point

Measuring with Viewfinder

Basic Technique

General measure

Arm and shoulders/wrist and fingers

Light scribble

Straight angles

Finished drawing

Sessions 4-6

Measuring with Plumb Lines

Proportions & Gesture Drawing

Four ways to make 3D lettering

Character Development, Head, Chest and Torso

Faces, measuring to get a likeness

illusion of depth

Linear Perspective

Atmospheric Perspective

Overlapping Shapes

Foreshortening

Color mixing

Character Development, Arms, Legs, Hands and Feet

Complex Textures

Drawing the hand, freehand

Grid City

The Horizon and Eye Level