

SUMMER ART '26

- 1 Drawing, Two ways to Think About Drawing
- 2 Perspective, Exterior Linear Perspective, 1pt. 2 pt, and 3 pt.
- 3 Shading, Direct Light
- 4 Shading, 2D aka Local Tone Shading, and 5 step Value Scale
- 5 Cartooning, Complex 3D Shapes, 3D Letters
- 6 Depth, illusion of Depth
- 7 Right Brain, Upside Down Picasso and Vase Face
- 8 Drawing, Six Drawing Techniques
- 9 Perspective, Interior Linear Perspective, 1 pt, and 2 pt.
- 10 Character Development, Arms, Legs, Hands and Feet