

2022, Summer

Sessions 6, 7, 8.5

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

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

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

Basic Technique

General measure

Arm and shoulders/wrist and fingers

Light scribble

Straight angles

Finished drawing

Shading, Direct light

Proportions & Gesture Drawing

illusion of depth

Linear Perspective

Atmospheric Perspective

Overlapping Shapes

Foreshortening

Character Development, Head, Chest and Torso

2022, Sessions 8.75-12

Sessions 8.5-12

Measuring with Sight Sizing

Interior Linear Perspective, 1 pt, and 2 pt.

Cubism

Four ways to make 3D lettering

Cut away from block

Overlap 2 shapes, connect

Adding boxes

1 point perspective, Star Wars

Measuring with Grid and point

Measuring with Viewfinder

Faces, measuring to get a likeness

Color mixing

Color Theory

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

Complex Textures

Drawing the hand, freehand

Grid City

The Horizon and Eye Level

Values, Frame, Simultaneous Contrast, Additive Colors

Color sensitivity, jeweled ring, non active

Character Development, Head, Chest and Torso

Character Development, Arms, Legs, Hands and Feet