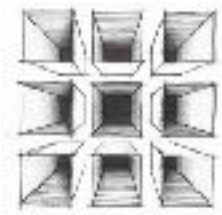


## LEVEL ONE



Sketching and Drawing Proportionate Figures and Objects

Comprehension of Shading

Perspective and Depth

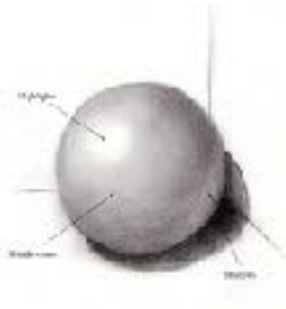
Accurate Color Picking and Placement

Blending Techniques

Multiple Mediums

3D Design

## LEVEL TWO



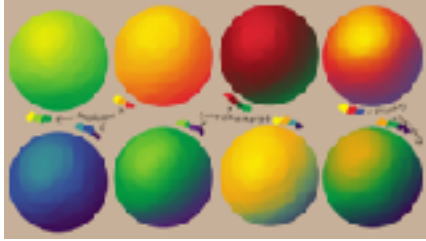
Shading:

highlights

midtones

shadows

pressure shading/value



Components of Color Wheel:  
 primary  
 secondary  
 tertiary  
 analogous/ adjacent



Oil Pastels



Still Life Sketching



4 Forms  
 -sphere  
 -cylinder  
 -cone  
 -cube



## Cartooning



## Digital Painting

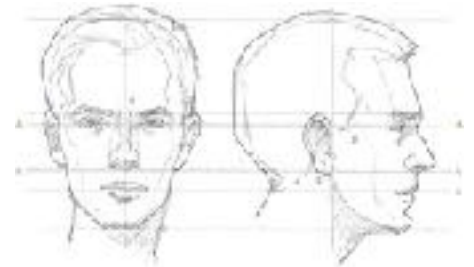
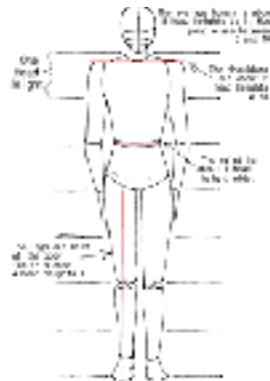


## Origami

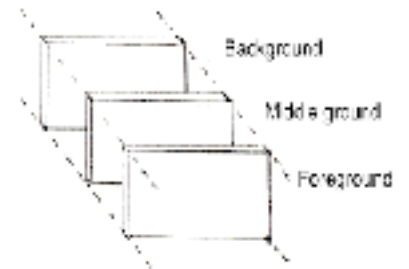
### LEVEL THREE



Shading:  
hatching  
cross hatching  
circulism  
stippling



### Proportions

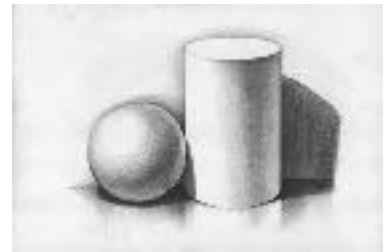


Perspective:

Foreground  
midground  
background  
horizon line  
vanishing point  
fall line  
gradient line



Texture



Shading:

3D figures



Watercolor:  
dry vs. wet  
"blooming" color bleed  
layering colors



Portrait sketching  
-Foreshortening  
-realism  
-black and white vs. color



Painting Techniques  
-action painting  
-pallet knife  
-brush stroke techniques