Welcome to New Masters Academy (NMA)! This Course Guide was designed to help you find the right course for your educational needs. You can choose to either follow our recommended Learning Tracks, or if you would like to choose your own path, see the “Courses By Subject” page below, which lists our courses by subject. Each subject is ordered from beginner to advanced.

NMA currently offers 11 Learning Tracks. Each track guides you through a specialized education in a specific art field, representing roughly 3-4 academic years. Tracks are made up of modules, each representing one (1) academic year and consisting of up to three (3) terms. On average, there are 8-12 weeks per term, each representing up to ten (10) hours of weekly video lessons and assignments.

Modules can be completed more quickly or slowly, depending on your availability and needs. If you worked full time (40 hours per week), you would cut your time down by 3/4. If you could only commit two (2) hours per week, the modules would take five (5) times as long to complete.

The first core module we recommend all NMA students to take is Drawing Foundations.

START HERE:

```
1. Portrait Drawing
2. Painting Foundations
3. Portrait Painting
```

Notes: It is highly recommended that you fulfill the prerequisite requirements for certain courses from the NMA library; this especially applies to the Russian approach and sight-size contents.
The NMA library consists of a wide range of unique courses. We’ve gathered the world’s top artists from different creative fields to provide you with a complete learning experience. The following is a list of all our courses arranged by subject and difficulty level.

**ANATOMY:**
- Art Anatomy for Beginners
- Anatomy of the Head and Neck
- Anatomy of the Figure
- How to Draw Hands
- Intermediate Art Anatomy
- Complete Human Anatomy for Artists

**DRAWING:**
- Beginner’s Guide to Drawing
- Stress-Free Sketching
- Fundamentals of Observational Drawing
- Drawing with FORCE
- Introduction to the Figure
- The Spirit of the Pose
- Introduction to Inking
- Drapery: The Russian Approach
- Plaster Cast Drawing: The Russian Approach
- Pastel Figure Drawing
- An Overview of Rendering Techniques
- Dynamic Gesture Drawing
- Renaissance Head Drawing
- Constructive Head Drawing I
- Constructive Head Drawing II
- Constructive Figure Drawing
- Drawing the Portrait in the Russian Style
- Figure Drawing in the Russian Style
- Advanced Dynamic Gesture Drawing
- Complete Sight-Size Drawing Course

**PAINTING:**
- Oil Painting for Beginners I
- An Introduction to Painting
- Oil Painting Atelier
- Watercolor/Gouache Sketchbook
- Outdoor Landscape Painting Quickstart
- Watercolor Sketching on Location
- Portrait Painting for Beginners
- Oil Painting for Beginners II
- Still Life Painting in Sight Size Method
- Sight-Size Portrait Painting
- Contemporary Realism in Oils
- The Portrait in Watercolor
- Pastel Painting Atelier
- From Paper to Canvas
- Long-Pose Figure Painting
- Sight-Size Figure Painting
- Painting Interiors in Oil
- Introduction to Landscape Painting
- Designing Your Landscape Painting
- The John Asaro Approach to Oil Painting

**ENTERTAINMENT ARTS:**
- Introduction to Photoshop
- Visual Development: Dynamic Sketching
- Classic Illustration Crash Course
- The 12 Principles of Animation
- Comics 1: Intro to Sequential Art
- Penciling and Inking for Comics
- Character Development for Comics and Illustration
- Picture Book Illustration
- Rendering Techniques for Illustration and Sequential Art
- How to Draw the Costumed / Draped Figure
- Introduction to Animal Anatomy
- Head Drawing for Entertainment Arts
- The Frank Reilly Illustration Drawing Method
- How to Design Movie Posters
- How to Design Creatures
- Creature Maquette Sculpting for Entertainment

**ART THEORY:**
- Color Theory Bootcamp
- Composition for Visual Artists
- Drawing Lessons from Art History
- Elements of Traditional Composition
- Finding Your Voice as an Artist
- Visual Storytelling
- Creative Composition

**SCULPTING:**
- A Beginner’s Guide to Modeling in Clay
- The Sculptor’s Funeral
- Clay Modeling in the American Western Tradition
- Modeling the Portrait in Clay for Beginners
- An Observational Approach to the Portrait in Clay
- Build Your Own Anatomy Figure
- The Dynamic Anatomy Figure in Clay
- Drawing in Space
- An Observational Approach to the Figure in Clay
- An Introduction to Mold Making for Sculptors

**PERSPECTIVE:**
- Stress-Free Perspective Sketching
- Perspective Crash Course
- Perspective I
- Linear Perspective Master Course
Staying organized and committing to a clear learning schedule will help you reach your artistic goals quicker. Print this sheet and track your weekly learning tasks. Keep track of which course and lesson you are working on under the appropriate weekday, and write down that day’s assignments under the “To Do” section.

<table>
<thead>
<tr>
<th>This Week's Courses</th>
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FULL MODULES LIST

DRAWING FOUNDATIONS MODULE

Level 1

This is our core beginning module. This is intended for all students including fine artists, illustrators, animators, and designers. You will learn drawing materials, set up, line and mark-making, construction, form, light and shadow, accuracy and measuring, gesture, sketching and drawing process as well as composition and perspective.

Materials, Setup, and Drawing Basics

1. Drawing Foundations 1 (formerly titled A Beginner’s Guide to Drawing)
   23h 53m 38s

2. Perspective Drawing Basics (currently a live class)
   *This will be recorded as a class but in the meantime go through the live class and complete each of the assignments.

Check Point: Choose One

3A. Fundamentals of Observational Drawing
   11h 13s
   Required for Plaster Cast Drawing: The Russian Approach, Drapery: The Russian Approach, Drawing the Portrait in the Russian Style, Figure Drawing in the Russian Style

3B. Visual Development: Dynamic Sketching
   27h 20m 15s

Gesture Drawing and Head Construction

4. FORCE - Intro to Gesture Drawing
   5h 34m

5. Constructive Head Drawing 1
   13h 11s

Perspective and Composition

6. Perspective 1
   40h 45m 55s

Check Point: Choose One

7A. Elements of Traditional Composition
   12h 57m 16s

7B. Composition for Visual Artists
   31h 19m 9s
Accuracy and Rendering

Check Point: Choose One

8A. Intro to Inking
28h 42m 7s

8B. Plaster Cast Drawing: The Russian Approach
15h 19m 36s
Recommended Prerequisite: Fundamentals of Observational Drawing

8C. Drapery: The Russian Approach
14h 28m 25s
Recommended Prerequisite: Fundamentals of Observational Drawing

8D. Bargue Plates and Plaster Cast: Sight Size Method
Complete Sight-Size Drawing Course – Lesson 1, 2, 3, 5
14h
Required for Sight-Size Portrait Project, Complete Sight-Size Drawing Course, Sight-Size Portrait Painting, Still Life Painting in Sight-Size Method

Philosophy and Style

9. Finding Your Voice as an Artist
8h 27m 48s
PORTRAIT DRAWING MODULE

Level 2

Prerequisites Modules: Drawing Foundations

This module is for artists who want to focus on drawing the head, especially those looking to move on to Portrait Painting. You will learn different approaches for constructing heads, the features, anatomy of the head and neck and a variety of techniques for rendering or resolving your drawings.

Lay-in and Construction
Check Point: Choose One

1A. Renaissance Head Drawing
30h 28m 14s

1B. Head Drawing for Entertainment Arts
20h 27m 58s

Advanced Concepts and Anatomy

2. Constructive Head Drawing
   Part 2 – Lessons 7+
   15h 23m 3s

3. Anatomy of Head and Neck
   11h 27m 44s

Refining and Rendering

4. An Overview of Rendering Techniques
   7h 55m 40s

Check Point: Choose One

5A. Drawing the Portrait in the Russian Style
   8h 35m 32s
   Recommended Prerequisite: Fundamentals of Observational Drawing

5B. Sight-Size Portrait Project (pending 2023)
   Recommended Prerequisite: Bargue Plates and Plaster Cast: Sight Size Method
FIGURE DRAWING I MODULE

Level 2
Prerequisites Modules: Drawing Foundations

This module is for artists who are looking to pursue the figure as their primary area of study as well as for illustrators, animators, and other narrative artists who are looking to improve their understanding of the figure for design.

Construction and Gesture

1. Constructive Figure Drawing
   Part 1 – Lessons 1-3
   ~ 16 hours

   Check Point: Choose One
   > 2A. Dynamic Gesture Drawing
     18h 42m 49s
   > 2B. The Spirit of the Pose
     35h 47m 40s

   3. Pastel Figure Drawing
     7h 33s

Anatomy and Value

   Check Point: Choose One
   > 4A. Art Anatomy for Beginners
     11h 25m 42s
   > 4B. Intermediate Art Anatomy
     6h 22m 52s

   5. Constructive Figure Drawing
      Part 2 – Lessons 5-13
      15 hours

Refining and Rendering

6. How to Draw Hands
   Constructive Figure Drawing – Lesson 4
   7.5 hours

   7. An Overview of Rendering Techniques
      7h 55m 40s

   8. From Paper to Canvas
      Part 1 – Weeks 1-5
      ~ 9 hours
SCULPTURE I MODULE
Level 2
Prerequisites Modules: Drawing Foundations

This module is for professional figure or portrait sculptors as well as digital or entertainment modelers that want a stronger foundation in the traditional arts. This module is also great for 2D artists who want to improve their understanding of form.

Modeling Basics and Inspiration
1. A Beginner’s Guide to Modeling in Clay 13h 58m 28s
2. Modeling Plaster Casts (pending 2022)
3. The Sculptor’s Funeral 52m 35s
4. Dynamic Gesture Drawing 18h 42m 49s
5. Introduction to Animal Anatomy 9h 1m 41s

Portrait and Animals Drawing
6. How to Draw Animals 21h 48m 55s
7. Constructive Head Drawing Part 2 – Lessons 7+ 15h 23m 3s

Portrait and Animals Modeling
8. Clay Modeling in the American Western Tradition 29h 21m 30s
FIGURE AND COSTUME DRAWING II
MODULE

Level 3
Prerequisites Modules: Drawing Foundations, Figure Drawing I

This drawing module is for traditional artists who are looking to move on to Figure Painting. Here, you will learn how to drape the figure, study advanced anatomy, and explore other figure drawing methods such as the Russian style and the Sight-Size technique.

Costume and Inspiration
1. Drawing Lessons from Art History
   17h 8m 53s

2. How to Draw the Costumed/Draped Figure
   34h 9m 7s

Advanced Anatomy
3. Complete Human Anatomy for Artists
   17h 2m 47s

Check Point: Choose One

4A. Anatomy of the Figure
   15h 35m 31s

4B. Build Your Own Anatomy Figure
   13h 51m 53s

Drawing Development

Check Point: Choose One

5A. Figure Drawing in the Russian Style
   20h 58m 50s
   Recommended Prerequisite: Fundamentals of Observational Drawing

5B. Complete Sight-Size Drawing Course
   Lessons 4, 7, 8, and 9
   30h 3m 37s
   Recommended Prerequisite: Bargue Plates and Plaster Cast: Sight Size Method

5C. Advanced Dynamic Gesture Drawing
   12h 55m 25s

6. Perspective 2
   Part 2 – Lessons 8-13
   36h 57m 29s
FIGURE PAINTING MODULE
Level 3
Prerequisites Modules: Drawing Foundations, Figure Drawing I, Figure & Costume Drawing II, Painting Foundations

This module is for traditional artists who want to pursue Figure Painting as their focus of study. You will get an overview of oil painting and learn to construct the figure using different approaches.

Basic Process
1. From Paper to Canvas
   Part 2 – Weeks 6-10
   9h 38m 23s

2. Oil Painting for Beginners II
   23h 3m 17s

3. Constructive Figure Painting (pending 2023)

Painting Technique
Check Point: Choose One

4A. Contemporary Realism in Oils
   18h 43m 32s

4B. The John Asaro Approach to Oil Painting
   5h 3m 13s

5. Direct Figure Painting in Oils (pending 2023)

6. Long-Pose Figure Painting
   24h 3m 26s

7. Sight-Size Figure Painting
   56h 57m

Story and Composition
8. Narrative Long Pose Painting (pending 2023)
PAINTING FOUNDATIONS MODULE

Level 2
Prerequisites Modules: Drawing Foundations

This module is crucial for artists who are looking to move on to figure painting, portrait painting, or landscape painting. You will be introduced to several painting media such as oil paints, watercolor, and acrylics. You will learn more about perspective, painting environment, and color theory.

Introduction and Process
1. Oil Painting for Beginners I
   20h 58m 28s

   Check Point: Choose One
   > 2A. An Introduction to Painting with Steve Huston
       26h 37m 19s
   > 2B. Oil Painting Atelier
       10h 12m 3s

Sketching or Still Life

   Check Point: Choose One
   > 3A. Watercolor Sketching on Location
       8h 8m 7s
   > 3B. Watercolor Gouache Sketchbook
       15h 19m 30s

   Check Point: Choose One
   > 4A. Still-Life Painting in Sight-Size Method
       54h 48m 22s
       Recommended Prerequisite: Bargue Plates and Plaster Cast: Sight Size Method
   > 4B. Painting Interior Scenes
       10h 42m 16s

Painting Theory
5. Acrylic Painting Exercises
   18h 29m 51s

6. Color Theory Bootcamp
   39h 6m 41s

7. Creative Composition
   11h 10m 11s
This module is for traditional artists who want to pursue Portrait Painting as their focus of study. You will learn to construct the human head using different media such as oil paints, pastel, or watercolor. You will also be introduced to the Sight-Size technique for painting the portrait.

**Process and Inspiration**

1. Portrait Painting for Beginners
   - 43h 6m 24s

2. Huston Head Painting Lectures (pending 2023)

**Technique and Media**

3. Contemporary Realism in Oils
   - Lessons 1 & 2
   - 4h 10m 23s

Check Point: Choose One

- 4A. Pastel Painting Atelier
  - 16h 36m 33s

- 4B. The Portrait in Watercolor
  - 9h 21m 40s

**Painting Development (not ready)**

5. Vilppu Head Painting (pending 2023)

6. Sight-Size Portrait Painting
   - 24h 8m 4s

   **Recommended Prerequisite:** Bargue Plates and Plaster
   **Cast:** Sight Size Method

7. Reilly Head Painting (pending 2023)
LANDSCAPE PAINTING MODULE

Level 3
Prerequisites Modules: Drawing Foundations, Painting Foundations

This module is for traditional artists who want to pursue Landscape Painting as their focus of study. You will learn to create quick painting sketches of the landscape, explore the important painting theories and painting process while working on location. Lastly, you will focus on the design element of your landscape painting.

Design and Sketching

1. Outdoor Landscape Painting QuickStart
   2h 16m 8s

2. Landscape Drawing Crash Course
   5h 56m 32s

3. Watercolor Sketching on Location
   Parts 1 & 2
   2h 27m 21s

Theory and Process

Check Point: Choose One

4A. Introduction to Landscape Painting
   50hrs

4B. Sight-Size Landscape Painting (pending 2023)

5. Painting Interiors in Oils
   10h 42m 16s

Advanced Design

6. Russian Impressionist Landscape Painting (pending 2022)

7. Designing Your Landscape Painting
   35h 41m 12s
ILLUSTRATION I MODULE

Level 3

Prerequisites Modules: Drawing Foundations with Composition for Visual Artists, Portrait Drawing, Figure Drawing 1, Painting Foundations

This module is for artists who are looking for a traditional approach to illustration. You will learn how to draw and paint in the manner of the great American illustrators. You will learn the ideologies of proper techniques that have been passed down from these masters.

<table>
<thead>
<tr>
<th>Drawing Approach</th>
<th>Duration</th>
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<tbody>
<tr>
<td>1. The Frank Reilly Illustration Drawing Method</td>
<td>42h 4m 45s</td>
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<tr>
<td>2. Head Drawing for Entertainment Arts</td>
<td>20h 27m 58s</td>
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<tr>
<td>3. How to Draw the Costumed / Draped Figure</td>
<td>34h 9m 7s</td>
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<td>4. Perspective 2</td>
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<td>Part 2 – Lessons 8-13</td>
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<td>36h 57m 29s</td>
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<td>4. Quick Sketch for Narrative Arts (pending 2023)</td>
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<tr>
<td>5. Introduction to Animal Anatomy</td>
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<tr>
<td>6. How to Draw Animals</td>
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New Masters Academy
**ILLUSTRATION II MODULE**

*Level 4*

**Prerequisites Modules: Illustration I**

This module is for artists who want to improve their ability to create environments in their illustrations. You will learn how to use some of the same concepts in figure drawing and utilize them to draw animals. Then, you will get an introduction to how to develop landscapes and continue to build up your compositions like traditional illustrators.

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<th>Course</th>
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<td><strong>Painting I</strong></td>
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<tr>
<td>1. From Paper to Canvas</td>
<td>9h 40m 17s</td>
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<td>2. Portrait Painting for Beginners</td>
<td>43h 6m 24s</td>
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<td>3. Reilly Head Painting (pending 2023)</td>
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<td>4. The Portrait in Watercolor</td>
<td>9h 21m 40s</td>
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<td><strong>Developing Landscapes</strong></td>
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<tr>
<td>5. Landscape Drawing Crash Course</td>
<td>5h 56m 32s</td>
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<td>6. Introduction to Landscape Painting</td>
<td>50h</td>
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<td><strong>Character Development</strong></td>
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<td>7a. Picture Book Illustration</td>
<td>22h 17m</td>
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<td>7b. Character Development for Comics and Illustration</td>
<td>36h 12m 44s</td>
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<td><strong>Graphic Design and Composition</strong></td>
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<td>8. How to Design Movie Posters</td>
<td>19h 39m 30s</td>
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ENTERTAINMENT DESIGN I MODULE

Level 2

Prerequisites Modules: Drawing Foundations with Composition for Visual Artists

This module is for artists who want to develop their drawing and designing skills for visual development, animation design, and concept art. You will expand your visual library, master the foundations of advanced linear perspective, and continue to improve your skills in figure and costume drawing.

Perspective and Visual Library

1. Watercolor Sketching on Location
   Lessons 1 & 2
   2h 27m 21s

Perspective and Visual Library II

2. Perspective 2
   Part 2 – Lessons 8-13
   36h 57m 29s

3. How to Draw Animals
   21h 48m 55s

Check Point: Choose One

4A. Constructive Figure Drawing
   44h 18m 22s

4B. Introduction to Gesture Drawing (pending 2023)

4C. Reilly Illustration Drawing Method
   The Frank Reilly Illustration Drawing Method – Lesson 7-16
   16h 22m 6s

Advanced Perspective, Entertainment Drawing, and Design

5. Linear Perspective Master Course
   Part 3 – Lessons 14-21
   30h 55m 28s

6. Outdoor Landscape Painting QuickStart
   2h 16m 8s

7. Landscape Drawing Crash Course
   5h 56m 32s
Check Point: Choose One

› 8A. How to Draw the Costumed/Draped Figure
   Lessons 1-10
   15h 34m 25s

› 8B. How to Draw the Costumed/Draped Figure
   Lessons 11-19
   16h 10m 27s
ENTERTAINMENT DESIGN II MODULE

Level 3
Prerequisites Modules: Entertainment Design I

This module is for intermediate artists who want to strengthen their drawing and painting for a visual development or concept art portfolio. You will study the human and animal anatomy then learn to paint the portrait and figure.

Introduction to Anatomy
1. Art Anatomy for Beginners
   11h 25m

2. Drawing Lessons from Art History (subject to change)
   17h 8m 53s

Check Point: Choose One
- 3A. Head Drawing for Entertainment Arts
  Lessons 1-3
  16h 3m 8s

- 3B. Head Drawing for Entertainment Arts
  Lessons 4-6
  4h 24m 50s

Advanced Anatomy
4. Complete Human Anatomy for Artists
   17h 2m 47s

5. Introduction to Animal Anatomy
   9h 3m 15s

Intro to Painting
Check Point: Choose One
- 6A. Oil Painting for Beginners
  42h 32m 34s

- 6B. An Introduction to Painting with Steve Huston
  26h 37m 19s

7. From Paper to Canvas
   18h 38m 15s

8. Portrait Painting for Beginners
   43h 6m 24s
ENTERTAINMENT DESIGN III MODULE
Level 4
Prerequisites Modules: Entertainment Design II

This module is for advanced artists interested in refining drawing and painting skills while creating a visual development, animation design, or concept art portfolio. You will develop your ability to research, ideate, and execute designs from a project brief.

Painting Technique and Color Theory
1. Watercolor Gouache Sketchbook
   15h 19m 30s

2. Color Theory Bootcamp
   39h 6m 41s

Environment Design & Painting
Check Point: Choose One

3A. Designing Your Landscape Painting
   35h 41m 12s

3B. Painting Interiors in Oil
   10h 42m 16s

4. Classic Illustration Crash Course
   18h 29m 51s

Design
Check Point: Choose One

5A. How to Design Movie Posters
   19h 39m 30s

5B. Production Design (pending 2023)

6. How to Design Creatures
   9h 9m 40s
SCULPTURE II MODULE
Level 3
Prerequisites Modules: Sculpture I

This module is for intermediate artists interested in refining their sculpting ability. You will build on your ability to construct the portrait in three-dimensional space. Then, you will develop a deeper understanding of the anatomy of the figure.

Portrait Modeling
1. Modeling the Portrait in Clay for Beginners
   13h 48m 52s

2. An Observational Approach to the Portrait in Clay
   18h 55m 52s

Mid Length Portrait Modeling
3. The Ceramic Portrait (pending 2023)

3D Anatomy
4. Build Your Own Anatomy Figure
   13h 51m 53s

5. The Dynamic Anatomy Figure in Clay
   22h 27m 11s

SCULPTURE III MODULE
Level 4
Prerequisites Modules: Sculpture II

This module is for advanced artists looking to expand their ability to sculpt the figure. You will learn the different approaches to working from life with the model. Then, you will gain the knowledge needed to bring your sculptures to a resolve.

Figure Modeling
1. Drawing in Space
   15h 53m 26s

2. Figure Sculpting (pending 2023)

Advanced Figure Modeling
3. An Observational Approach to the Figure in Clay
   24h 54m 51s

Composition & Enlarging
4. Composition for Sculptors (pending 2023)

5. Enlarging a Model (pending 2023)
SCULPTURE IV MODULE
Level 5
Prerequisites Modules: Sculpture III

This module is for artists that want to take the next step with their sculptures by making molds for casting. You will learn the techniques and tools required to take your sculptures to a permanent state.

Mold Making + Enlarging
1. An Introduction to Silicone Mold Making for Sculptors
   11h 34m 54s

Sculpture Production Process
2. Digital Sculpting for Traditional Sculptors (pending 2023)
3. Scanning and Printing/Cutting (pending 2023)

CARVING (PENDING)
Level 3
Prerequisites Modules: Sculpture III

This module is for artists that want to take the next step with their sculptures by making molds for casting. You will learn the techniques and tools required to take your sculptures to a permanent state.

Wood Carving
1. Introduction to Wood Carving (pending 2023)
2. Large Scale Wood Carving (DBS) (pending 2023)

Marble Carving
3. Introduction to Marble Carving (pending 2023)

Pointing
4. Stone Carving with the Macchinetta di Punto (pending 2022)
3D CHARACTER ART I MODULE (alpha)
Level 2
Prerequisites Modules: Drawing Foundations

This module is for artists that want to get started in three-dimensional character art. You will learn the traditions of sculpting with clay, develop an understanding of working in space, and gain the skill set for traditional sculpture work.

Modeling Basics
13h 58m 28s

2. Introduction to Zbrush (pending 2023)

Head and Animals
3. Clay Modeling in the American Western Tradition
29h 21m 30s

Figure and Head
4. An Observational Approach to the Portrait in Clay
18h 55m 52s

5. An Observational Approach to the Figure in Clay
24h 54m 51s

3D CHARACTER ART II MODULE (alpha)
Level 2
Prerequisites Modules: 3D Entertainment Art I

This module is for intermediate artists who want to work with three-dimensional character design. You will learn the anatomy of the figure with clay. You will then take all your traditional skills and apply that to creature designs and maquette making for the entertainment industry.

3D Character Design
1. Digital Character Design (pending 2023)

Anatomy
2. Build Your Own Anatomy Model
13h 51m 53s

3. The Dynamic Anatomy Figure in Clay
22h 27m 11s

Creature Design
4. How to Design Creatures
9h 9m 40s

5. Creature Maquette Sculpting for Entertainment
11h 46m 15s
COMICS ART MODULE (alpha)
Level 4
Prerequisites Modules: Illustration I

This module is for artists who want to develop the skills for making comic art. You will study the foundations of traditional comic books. Then, you will learn the different techniques used to create comic books and how to conceive your style.

ANIMATION MODULE
Level 4
Prerequisites Modules: Illustration I

This module is for artists that want to develop their animating skills. You will learn the fundamentals of traditional animation. Moreover, you will build up the ability to tell stories, design characters, and create complex animations with visual effects.

Fundamentals
1. Comics 1: Introduction to Sequential Art
   21h 23m 26s
2. Penciling and Inking for Comics
   13h 1m 22s
3. Character Development for Comics and Illustration
   36h 12m 44s
4. Rendering Techniques for Illustration and Sequential Art
   9h 26m 51s

Advanced Techniques
3. Animation 2: Advanced Animation Techniques
   (pending 2023)
4. Storyboarding for Feature Animation (pending 2023)
5. Character Design for Animation (pending 2023)

Effects and Theory
6. Special Effects for Animation (pending 2023)
7. Art Direction for Feature Animation (pending 2023)