Welcome to New Masters Academy (NMA)! This Course Guide was designed to help you select suitable courses for your educational needs. You can either follow our recommended Learning Tracks or choose your own path based on the “Courses By Subject” listed on Page 2. Keep in mind that courses within each subject are arranged from beginner to advanced level.

NMA currently offers 11 Learning Tracks. Each track guides you through a specialized education in a specific art field, representing roughly 4-5 academic years. Tracks are made up of modules, each representing one (1) to two (2) academic years. Within each module, we offer courses organized by subject. We recommend students go through the module in the order of the subjects. However, it is not mandatory; you can take the courses in whatever order you wish. On average, there are 8-12 weeks per course, 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:

#### DRAWING FOUNDATIONS

**TRACKS:**

- **ANIMALS / WILDLIFE**
- **SCULPTURE**
- **CARVING**
- **FIGURE PAINTING**
- **ILLUSTRATION**
- **COMICS ART**
- **ANIMATION**
- **PORTRAIT PAINTING**
- **LANDSCAPE PAINTING**
- **ENTERTAINMENT DESIGN**
- **3D CHARACTER ART**

#### MODULES:

<table>
<thead>
<tr>
<th>1. Painting Foundations</th>
<th>1. Sculpture I</th>
<th>1. Figure Drawing I</th>
<th>1. Figure Drawing I</th>
<th>1. Portrait Drawing</th>
</tr>
</thead>
<tbody>
<tr>
<td>4. Sculpture IV</td>
<td>4. Figure Painting</td>
<td>4. Illustration I</td>
<td>4. Illustration I</td>
<td>4. Illustration I</td>
</tr>
<tr>
<td></td>
<td>5. Illustration II</td>
<td></td>
<td>5. Comics Art</td>
<td></td>
</tr>
</tbody>
</table>

---

**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
- Cast Drawing: The Russian Approach
- Pastel Figure Drawing
- An Overview of Rendering Techniques
- Dynamic Gesture Drawing
- Renaissance Head Drawing
- Constructive Head Drawing 1
- Constructive Head Drawing II (Lesson 7-13)
- 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 the Sight Size Method
- Introduction to Still-life Painting I
- 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 the Visual Artist
- 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
- Fundamentals of Drawing and Perspective
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>
<th>This Week’s Focus</th>
<th>Notes</th>
</tr>
</thead>
</table>

<table>
<thead>
<tr>
<th>MONDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>TUESDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>WEDNESDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>THURSDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>FRIDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SATURDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>

<table>
<thead>
<tr>
<th>SUNDAY</th>
<th>To Do</th>
<th>☐</th>
</tr>
</thead>
<tbody>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
<tr>
<td></td>
<td>☐</td>
<td></td>
</tr>
</tbody>
</table>
NEW MASTERS ACADEMY

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.

Drawing Basics and Observation
1. A Beginner’s Guide to Drawing
   Part I: Lessons 1-8
   Part II: Lesson 9-14
   23h 53m 38s

2. Fundamentals of Drawing and Perspective - archived live class
   26h

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

Figure
4. Drawing with FORCE
   13h 13m

5. Dynamic Gesture Drawing
   20h 6m 57s

6. Constructive Head Drawing I
   13h 9m 22s

Perspective and Composition
7. Perspective I
   40h 45m 55s

Check Point: Choose One

8A. Composition for the Visual Artist
   31h 19m 9s

8B. Elements of Traditional Composition
   12h 57m 16s

9. Landscape Drawing Crash Course
   5h 56m 32s
Materials and Rendering

Check Point: Choose One

10A. Introduction to Photoshop
19h 13m 23s

10B. Introduction to Materials
7h 42m 48s

Check Point: Choose One

11A. Cast Drawing: The Russian Approach
15h 19m 36s
Recommended Prerequisite: Fundamentals of Observational Drawing

11C. How to Draw the Charles Bargue Plate and Sight-size Plaster Cast Drawing
4h 13m 35s and 7h 35m 24s
Required for Sight-Size Portrait Project, Complete Sight-Size Drawing Course, Sight-Size Portrait Painting, Still-Life Painting in the Sight-Size Method

11B. Drapery: The Russian Approach
14h 28m 25s
Recommended Prerequisite: Fundamentals of Observational Drawing

Philosophy and Direction

12. Finding Your Voice as an Artist
8h 27m 48s

Check Point: Choose One

13A. Introduction to Inking
28h 38m 27s

13B. Visual Development: Dynamic Sketching
27h 20m 15s
PORTRAIT DRAWING MODULE
Level 2
Prerequisite Module: 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
11h 59m 47s

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 the Head and Neck
11h 22m 12s

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
Prerequisite Module: 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

2. 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
Prerequisite Module: 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
   13h 58m 28s

2. Modeling Plaster Casts (pending 2022)

3. The Sculptor’s Funeral
   52m 35s

4. Introduction to Animal Anatomy
   9h 1m 41s

Portrait and Animals Drawing
5. How to Draw Animals
   21h 48m 55s

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

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

Level 3

Prerequisite 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. Linear Perspective Master Course
   Part 2: Lessons 8-13
   36h 57m 29s
FIGURE PAINTING MODULE

Level 3

Prerequisite 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 56m 57s

Story and Composition

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

Level 2
Prerequisite Module: 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 the Sight-Size Method
   54h 48m 22s
   Recommended Prerequisite: Bargue Plates and Plaster
   Cast: Sight Size Method

4B. Introduction to Still-life Painting I
   26h 47m 3s
   Recommended Prerequisite: Bargue Plates and Plaster
   Cast: Sight Size Method

4C. Painting Interiors in Oil
   10h 42m 16s

Painting Theory

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

6. Color Theory Bootcamp
   39h 6m 41s

7. Creative Composition
   11h 10m 11s
PORTRAIT PAINTING MODULE

Level 3

Prerequisite Modules: Drawing Fundamentals, Painting Foundations, Portrait Drawing

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 with Mark Westermoe
   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

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

Theory and Process

Check Point: Choose One

3A. Introduction to Landscape Painting
   50hrs

3B. Sight-Size Landscape Painting (pending 2023)

4. Painting Interiors in Oil
   10h 42m 16s

Advanced Design

5. Russian Impressionist Landscape Painting (pending 2022)

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

Level 3

Prerequisite Modules: Drawing Foundations with Composition for the Visual Artist, Portrait Drawing, Figure Drawing I, 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.

Drawing Approach

1. The Frank Reilly Illustration Drawing Method
   42h 4m 45s

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

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

4. Linear Perspective Master Course
   Part 2: Lessons 8-13
   36h 57m 29s

Gesture

4. Quick Sketch for Narrative Arts (pending 2023)

Animal Drawing

5. Introduction to Animal Anatomy
   9h 1m 41s

6. How to Draw Animals
   21h 48m 55s
ILLUSTRATION II MODULE

Level 4

Prerequisite Module: 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.

Painting I

1. From Paper to Canvas
   Part 2: Week 1-5
   9h 40m 17s

2. Portrait Painting for Beginners
   43h 6m 24s

Painting II

3. Reilly Head Painting (pending 2023)

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

Developing Landscapes

5. Introduction to Landscape Painting
   50h

Character Development

Check Point: Choose One

6A. Picture Book Illustration
   22h 17m

6B. Character Development for Comics and Illustration
   36h 12m 44s

Graphic Design and Composition

7. How to Design Movie Posters
   19h 39m 30s
ENTERTAINMENT DESIGN I MODULE

Level 2
Prerequisite Modules: Drawing Foundations with Composition for the Visual Artist

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. Linear Perspective Master Course
   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

**Check Point: Choose One**

7A. How to Draw the Costumed / Draped Figure
   Lessons 1-10
   15h 34m 25s

7B. How to Draw the Costumed / Draped Figure
   Lessons 11-19
   16h 10m 27s
ENTERTAINMENT DESIGN II MODULE

Level 3
Prerequisite Module: 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  
Prerequisite Module: 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
Prerequisite Module: 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
Prerequisite Module: 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  
Prerequisite Module: 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.

**CARVING (PENDING)**

Level 3  
Prerequisite Module: 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)

**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
Prerequisite Module: 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
Prerequisite Module: 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 Figure
   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
Prerequisite Module: 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
Prerequisite Module: 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 I: 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

Fundamentals
1. The 12 Principles of Animation
   18h 57m 4s

2. Visual Storytelling
   16h 33m 4s

Advanced Techniques
3. Animation II: 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)