

The Path to Drawing Anything.

A comprehensive 14-month curriculum designed to transform beginners into capable artists.



*Minimum criteria:
Age 12+*

*"Master the rules, then
choose your weapon."*

Phase 1: Fundamentals (Term 1)

6 Months | 48 Sessions

Focus: The Mechanics of
Sight & Form.

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Phase 2: Medium of Choice (Term 2)

8 Months | 65 Sessions

Focus: Professional
Practice & Expression.

*Art is not just about moving your hand;
it is about learning how to see.*

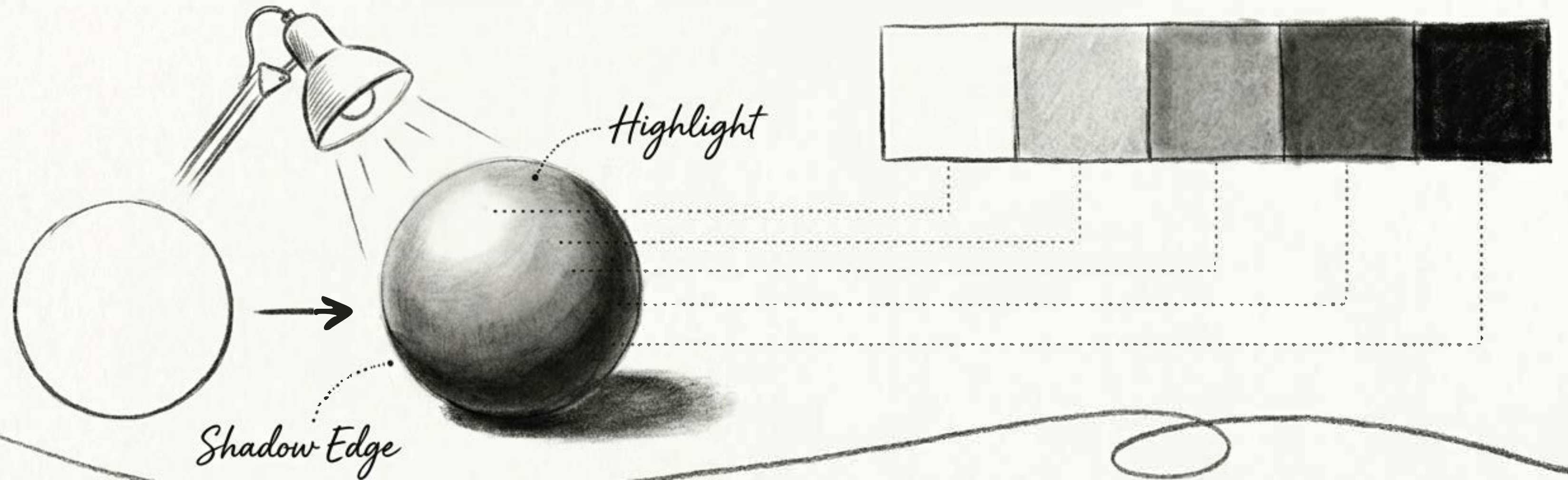
Mastering the Object

- Module 1: Basic Drawing
- Module 2: Light & Shadow
- Module 4: Values

Mastering the Space

- Module 3: Perspective
- Module 5: Depth & Distance
- Module 6: Foreshortening

Mastering the Object



Basic Drawing (8 Sessions):

Translating simple forms (spheres, cubes, cylinders). Loosening the hand through gesture drawing to build muscle memory and fluid strokes.

Light & Shadow (8 Sessions):

Giving the ball its round look by identifying the light source, highlights, and shadow edges to create 3D illusions.

Values (8 Sessions):

Mastering the grayscale spectrum between white and black. Controlling pencil pressure to show depth and contrast without color.

Mastering the Space



Perspective & Composition (8 Sessions):

The map and the stage. Using one-point and two-point perspective to place objects correctly in space, and composition to balance the scene and guide the viewer's eye.

Depth & Distance (8 Sessions):

Recreating atmospheric depth. Proving that distance can be drawn—not just imagined—using overlapping scale, lighter values, and softer edges.

The Ultimate Illusion: Foreshortening

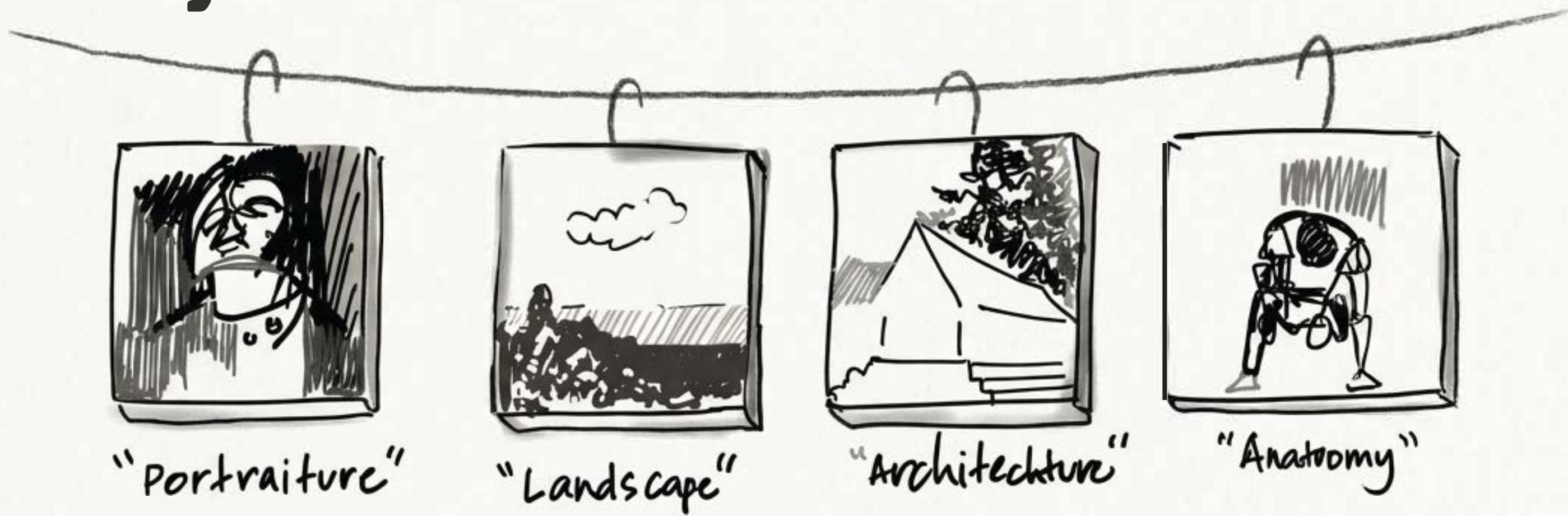
Overcoming the brain's bias to draw what you see, not what you know.



Module 6 (8 Sessions):

Drawing objects projecting toward or away from the viewer. Creating shorter shapes with overlapping parts to build dramatic, lifelike poses and dynamic movement.

Term 1 Synthesis: Project RANGE



By mastering the six foundational modules, you are no longer limited by subject matter. You possess the mechanics to deconstruct and capture *anything* in the visual world.

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Phase 2: Specialization (Term 2)

65 Sessions | 8 Months

Now that you can draw anything... how will you draw it?

The Medium Matrix

Select your primary tool for the next 8 months. The 12 advanced modules will be adapted to your chosen track.



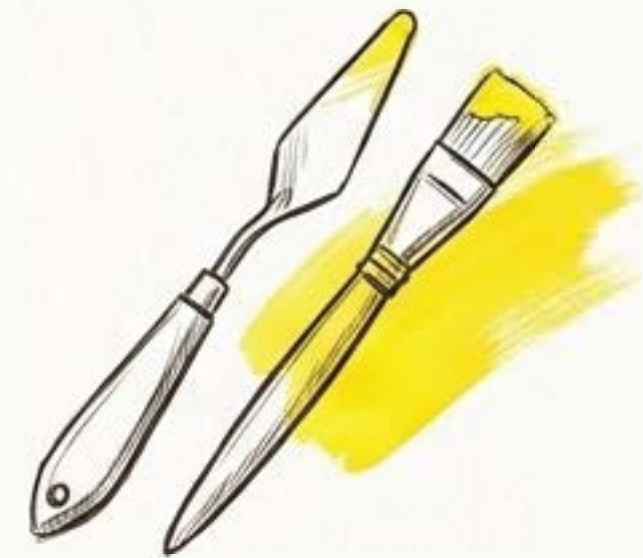
Option 1: Charcoal + Watercolor

Focus on mixed media, fluidity, and tonal contrast.



Option 2: Oil Color

Focus on rich textures, blending, and traditional master techniques.



Option 3: Acrylic Color

Focus on rapid layering, bold pigments, and modern versatility.

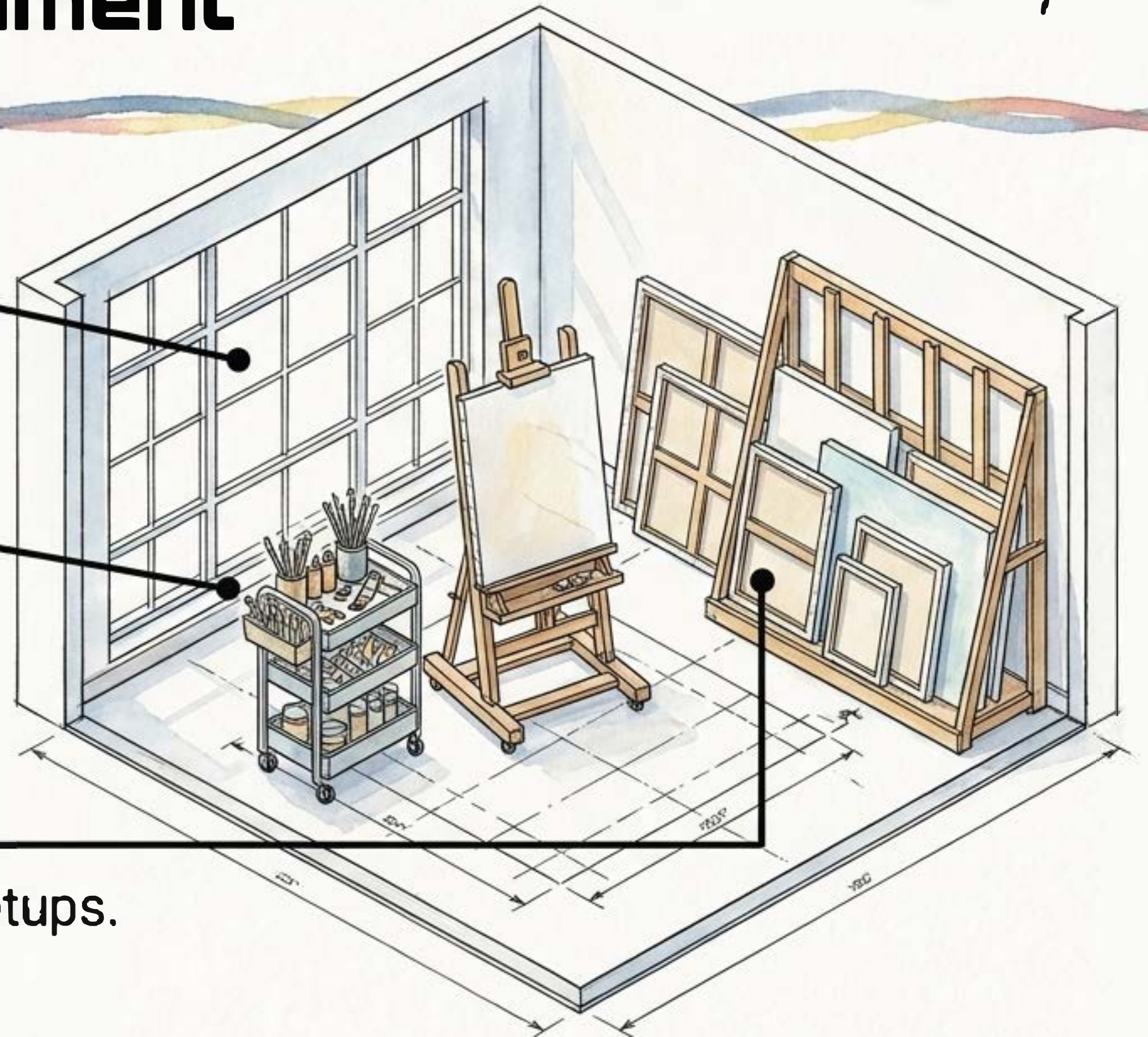
Building the Professional Environment

Great art requires a sustainable workspace.

Air & Location (2 Sessions):
Identifying spaces for healthier air circulation.

The Apparatus (4 Sessions):
Studio prep for long-term artwork and daily apparatus maintenance.

Canvas & Mobility (6 Sessions):
Building custom canvases and establishing splash-protection/travel setups.



Advanced Techniques & Theory

1

Observation:
Gesture Drawing (8 sessions)
and **Measuring Devices**
(8 sessions) to capture truth
and proportion.

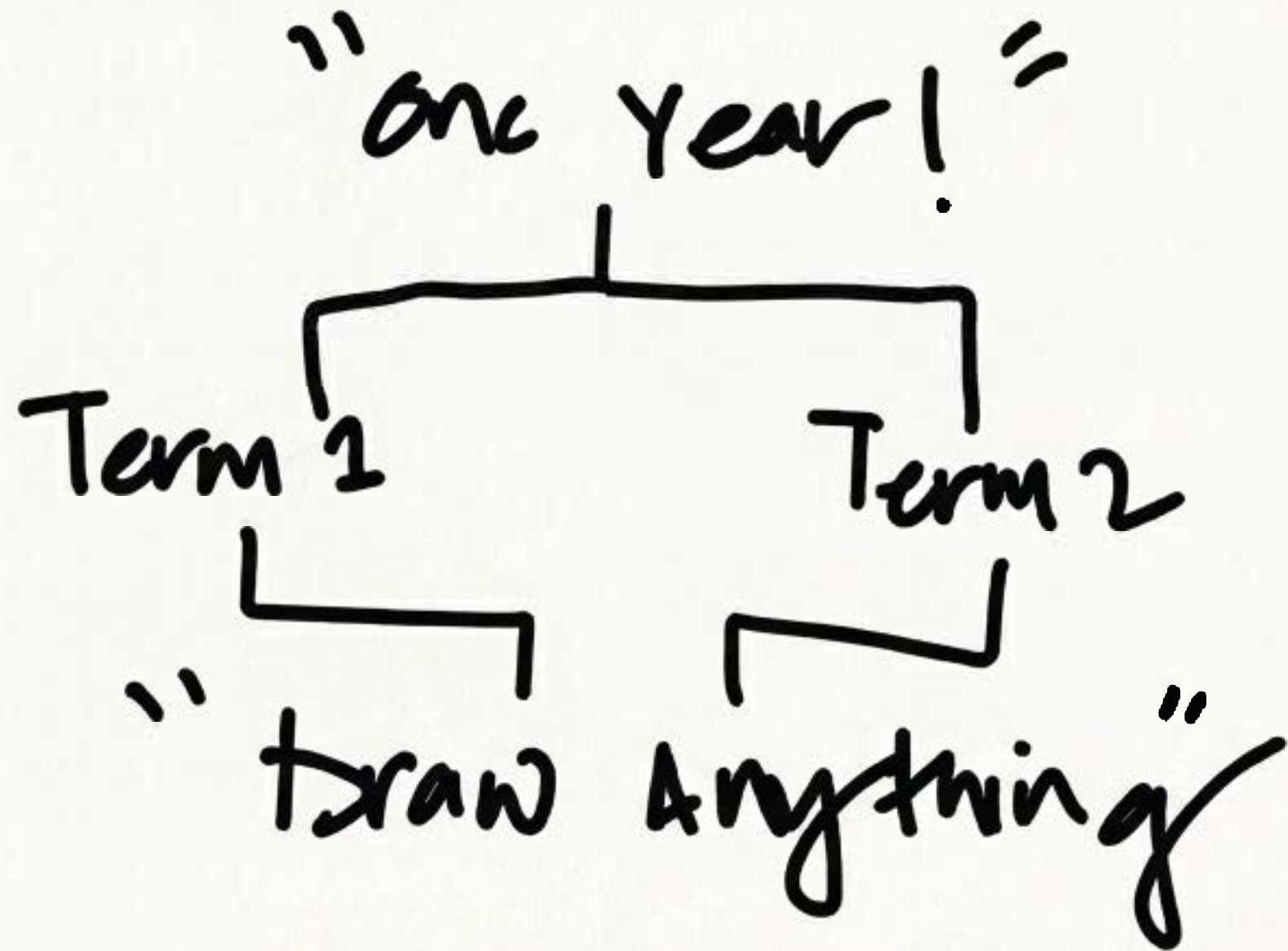
2

Application:
Beginner Anatomy (8 sessions),
Advanced Values (8 sessions),
and **Color Theory** (8 sessions)
to build the subject.

3

Execution:
Deep-dive into specific
Mediums (4 sessions) and
developing personal **Painting**
Style (8 sessions).

The Complete Artist



- ✓ Mastered the Physics of Sight (Term 1)
- ✓ Achieved Universal Subject Range (Project RANGE)
- ✓ Established a Professional Studio Practice (Term 2)
- ✓ Cultivated a Personal Medium & Style (Term 2)

Foundation + Execution = The Freedom to Create.

Artus M.