

## THREE-PHASE PLAN

Outline:

### Phase 1

- Draw a minimum of 2hrs a day;
- Fill a minimum of six 100-page sketchbooks with studies (of everything from hands and feet to gesture and composition);
- Develop your style through the 'Dream Portfolio' exercise - pick five of your favourite artists and do 20 x copies from each artist – analyse how they do things and aim not to be able to tell your copy and the original apart – look for any unifying elements in all of the artists that you have chosen, like colour palette, linework, etc.
- Focus on mastering the **eight fundamentals** of drawing:
  - *Line*
  - *Form and construction*
  - *Perspective*
  - *Value, and shadow and light*
  - *Gesture*
  - *Anatomy*
  - *Composition*
  - *Colour*
- Invest in your creativity bank account – learn what you want to achieve from others;
- State your end goal and the time frame you want to achieve it in publicly;
- Set up social media account(s) to share progress;
- Pay attention to stories – they will differentiate you from others. **Your vision and interpretation of the world is what sets you apart.**

### Phase 2

- Draw 4 hrs a day;
- Fill four 100-page sketchbooks a year – these shouldn't include studies anymore, focus more on concept art for whatever your portfolio will be;

- Do lots of 'draw 100 somethings' projects – pick something very specific and draw 100 re-iterations of it (e.g. a scuba-diving robot, or a single-pilot fighter plane) – this teaches you not to be satisfied your first few designs – you have to drain all the easy low-hanging fruit and dig for inspiration;
- Take more advanced classes;
- Continue studying other artists;
- Start to grow your social media – post your '100 somethings' as you create them. Share what you're doing with people to start growing a following – now it's less about practice and more about sharing ideas.

### Phase 3

- Make an actual product;
- Kickstart your product;
- Finish your product;
- In this phase, focus on finality;
- Put everything you've learned into practice and do something with it.
- Put yourself out there – enter contests, etc.

MANTRA: "Finished, not perfect."

## PHASE ONE

Total timeframe – **2 YEARS**

NOTE: Be intelligent in the way you approach tasks – structure your practice so that you improve more than one fundamental skill in each exercise.

YEAR 1						
Sketchbook goals p/annum		Skill goals p/annum		Challenge goals p/annum		
Minimum	Ideal	Minimum	Ideal	Minimum	Ideal	<b><i>Fundamentals checklist</i></b> (for skill goals)
<u>6</u> x 100 page  Using variety of tools (Copics, ink pens, pencils, etc.)	<u>12</u> x 100 page  Using variety of tools (Copics, ink pens, pencils, etc.)	Draw the human figure confidently <u>from reference</u> (all angles, variety of poses) using gesture drawing as a base	Draw the human figure confidently <u>from memory</u> (basic angles) using gesture drawing as a base	2 x #draw100 challenges	5 x #draw100 challenges	<ul style="list-style-type: none"> <li>- Line work</li> <li>- Shadow and light</li> <li>- Figure drawing/anatomy</li> </ul>
		Develop visual library – <u>2</u> x sketchbooks of objects, environments, and animals	Develop visual library – <u>3</u> x sketchbooks of objects, environments and animals	Participate in #huevember	Participate in #huevember	<ul style="list-style-type: none"> <li>- Perspective</li> <li>- Line work</li> <li>- Shadow and light</li> <li>- Value</li> </ul>

		<u>5</u> quick composition studies (thumbnails) a week	<u>10</u> quick composition studies (thumbnails) a week			<ul style="list-style-type: none"> <li>- Composition</li> <li>- Perspective</li> <li>- Shadow and light</li> <li>- Value</li> </ul>
		Confidence in <u>monochromatic</u> colour theory	Confidence in using <u>two hues</u> in one drawing			<ul style="list-style-type: none"> <li>- Shadow and light</li> <li>- Value</li> <li>- Colour</li> </ul>

Sketchbook goals p/annum		Skill goals p/annum		Challenge goals p/annum		
YEAR 2						
Minimum	Ideal	Minimum	Ideal	Minimum	Ideal	Fundamentals
<u>6</u> x 100 page Using ink, Mars Lumograph 8B and Col-erase	<u>12</u> x 100 page Using ink, Mars Lumograph 8B and Col-erase	Weekly life drawing lessons	Weekly life drawing lessons and <u>2 x observational drawing sessions</u> in public places	3 x master studies per week	5 x master studies per week	<ul style="list-style-type: none"> <li>- Figure drawing/anatomy</li> <li>- Line work</li> <li>- Light and shadow</li> </ul>
		<u>9hrs</u> of visual library development/studies per week	<u>12hrs</u> of visual library development/studies per week			<ul style="list-style-type: none"> <li>- Anatomy</li> <li>- Perspective</li> <li>- Light and shadow</li> <li>- Line work</li> </ul>
		<u>2hrs</u> of 'Dream Portfolio' work per week	<u>3hrs</u> of 'Dream Portfolio' work per week	Draw one thing 100 different ways	Draw three things 100 different ways	<ul style="list-style-type: none"> <li>- Style</li> <li>- Colour theory</li> <li>- Value</li> <li>- Composition</li> </ul>
		<u>5 x</u> quick environmental designs (thumbnails) per week	10 x quick environmental designs (thumbnails) per week			<ul style="list-style-type: none"> <li>- Composition</li> <li>- Value</li> <li>- Colour</li> </ul>

		<u>2 x</u> colour studies per week	<u>3 x</u> colour studies per week			- Value - Colour
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**NOTEBOOKS** –4 notebooks on the go and carry one with you at all times!

1. For class notes (A5):
  - Use source, title and subtitle/chapter of the class for each entry (e.g. SVS Learn, Creative Composition, ‘Thumbnails Thirds and Lines’);
2. For anatomy studies (A5):
  - Incl. the entire anatomy study plan;
3. For everyday studies (A5):
  - Incl. visual library development and studies of everything from animals and environment to mech;
4. For technical practice (A5):
  - Incl. perspective studies, thumbnails, linework exercises, etc.

**RULES:**

DON'T BE PRECIOUS:

USE ALL KINDS OF TOOLS;

THE AIM IS NOT BEAUTY BUT LEARNING!!

Example of what a weekly practice schedule might look like, working off 2-4hrs free per day:

MONDAY	TUESDAY	WEDNESDAY	THURSDAY	FRIDAY	SATURDAY	SUNDAY
<ol style="list-style-type: none"> <li>2hrs of sketchbook work (anatomy)</li> <li>1hr of gesture drawing</li> </ol>	<ol style="list-style-type: none"> <li>1hr of sketchbook work (trees, clouds and water)</li> <li>1hr inking your sketches</li> </ol>	<p>DAY OFF (Spend 1hr developing and analysing your dream portfolio)</p>	<ol style="list-style-type: none"> <li>1hr of sketchbook work (vehicles and mech)</li> <li>2hrs inking and shading your sketches</li> </ol>	<ol style="list-style-type: none"> <li>1hr of composition thumbnails (use a digital brush);</li> <li>Pick your favourite thumbnail and add detail in greyscale;</li> <li>Spend final 30mins colouring it monochromatically</li> </ol>	<ol style="list-style-type: none"> <li>2hrs of sketchbook work (environments)</li> <li>Do 3x master copies in greyscale</li> </ol>	<ol style="list-style-type: none"> <li>2hrs of sketchbook work (interiors with focus on perspective)</li> <li>Colour your 3x master studies monochromatically</li> </ol>

Aim to follow the Anatomy Study Plan on a daily basis over the course of two years while going through the Anatomy for Figure Drawing class on Udemy.

- 74 pages: 209 skeletal drawings;
- 109 pages: 243 musculature drawings;
- 185 pages: 955 skin surface drawings (incl. many hands and feet).

**TIPS:**

Sinix: Start off with your mid-tone colour and add highlights, as opposed to starting off bright and adding shadow. Add light to not shadow.

Sinix: When painting digitally, sculpt the forms by cutting and smoothing – don't be afraid to constantly rework.

Sycra: Build up speed to increase mileage – if drawing an eye takes you ten minutes, your slowness will mean that you can only draw six of them in an hour – increase your drawing speed as a matter of priority so that an eye takes you just thirty seconds to draw.

Sycra: Iterative drawing is the best way to improve fast. Fill a page with twenty eyes – draw your first eye, analyse what worked and what didn't, draw a second eye trying to fix what didn't work in the first one or add variation to test out different idea/styles, continue this analytical process for all the other eyes.

Sycra: Don't use a reference to copy it, use it to analyse it. Always try to draw something yourself first without reference – push yourself as far as possible without a reference. Then look at the reference and analyse it. Redraw your attempts having analysed the reference. Learn lessons and draw conclusions from all of your analysis.

**EXAMPLE LIST OF THINGS TO LEARN TO DRAW:**

<b>ANATOMY (A)</b> From all angles	<b>FEATURES (A)</b> From all angles	<b>EXPRESSIONS (B)</b>	<b>MECHANICAL (A)</b>	<b>ENVIRONEMENT (A)</b>	<b>OBJECTS (A)</b>	<b>ANIMALS (A)</b>
Head	Eyes	Head shapes	Car	Trees	Glasses	Hamster
Neck	Nose	Body shapes	Plane	Clouds	Computer	Cat
Shoulders	Lips	Facial:	Helicopter	Grass	Cup	Dog

Upper arm	Ears	- Happy	Motorbike	Mountains	Bottle	Lion
Lower arm	Eyebrows	- Sad	Engines	Cliffs	Glass	Hyena
Hand	Chin	- Angry	Bicycle	Caves	Chair	Hippopotamus
Chest	Hair	- Frustrated	Scooter	Rocks/boulders	Table	Parrot
Abdominal	Beards	- Hurt	Train	Water	Sofa	Crow
Upper back		- Bored	Factory/printing	Waves	Carpet	Dolphin
Lower back		- Suspicious	Boat	Houses	Cardboard box	Shark
Bottom		- Surprised	Unicycle	Sidewalks	Shelves	Seahorse
Upper leg		- Laughing	Jetski	Skyscrapers	Pipe	Gorilla
Lower leg		- Disgusted		Towers	Armchair	Panther
Foot		- Crying		Stone walls	Window	Monkey
		- Terrified		Smoke	Door	Wolf
		- Shouting		Cloth	Food	Elephant
		- Curious			Chandelier	Rat
		Body:				
		- Scared				
		- Angry				
		- Debating				
		- Enamoured				
		- Tip-toeing				
		- Confident				
					Gun	Crocodile
					Knife	Sun fish
					Scuba gear	Whale