2018

Digital Canvas Academy
intro to Digital Drawing & Painting

School Holiday Workshops of intro to **Digital Drawing & Painting**

The foundation of a successful career in animation or design is a strong art background therefore we believe in fusing technology and art to give young artists an edge in the modern world. Digital Canvas Academy is offering two weeks long classes were Digital & Sketchbook techniques come together:

- **Develop** your drawing skills for animation.
- **Imagination** to canvas, Learn the principles that will bring your ideas to life.
- **Discover** how digital can amplify your art.

A class of its kind that brings you the best artists to be your mentors in digital art.
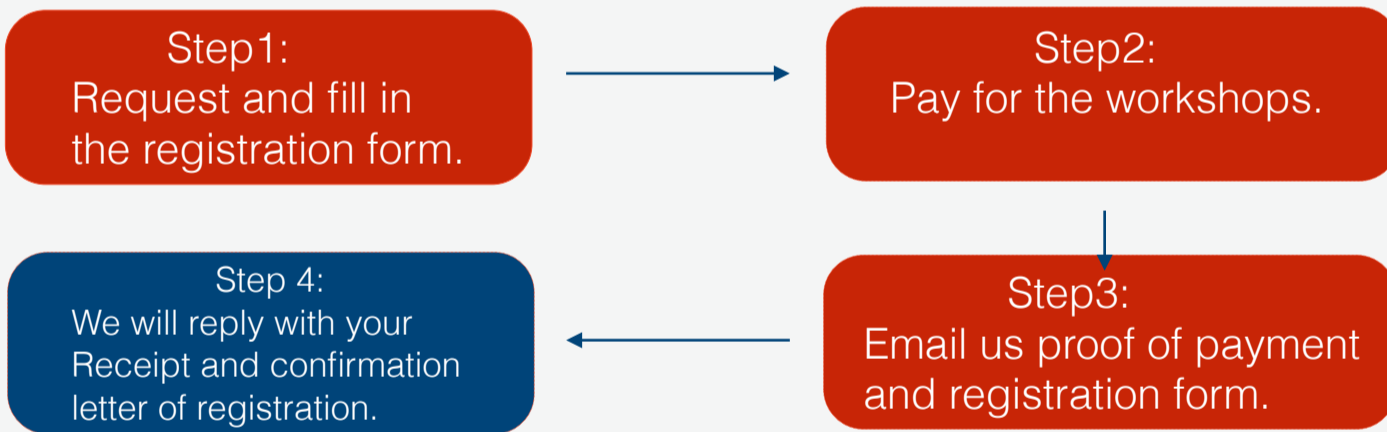
Costing

Autumn	Winter	Spring	Summer
R 3 000	**R 5 000**	**R 3 000**	**R 5 000**
6 DAYS	10 DAYS	6 DAYS	10 DAYS

Buy a drawing Tablet [Wacom Intous small] for +/- R2,000 / **Rent** a tablet for 400/ **Borrow** a tablet
Free Drawing software
Recommended tablet retailers: takealot.co.za / Digicape.co.za / incredibleconnection.co.za

How to register?

If you would like to join us please follow these few steps!

Step1: Request and fill in the registration form.

Step2: Pay for the workshops.

Step3: Email us proof of payment and registration form.

Step 4: We will reply with your Receipt and confirmation letter of registration.

*Applicants are required to be of the age14 or above

2018
Times & Dates

Autumn	Winter	Spring	Summer
CT & JHB	JHB	CT & JHB	CT & JHB
3 Apr - 9 Apr	25 Jun- 6 Jul	01 Oct- 6 Oct	28 Nov - 08 Dec
Incl: Sat 7 Apr	CT	Incl: Sat 6 October	Incl: Sat 1 Dec
	02 Jul - 13 Jul		: Sat 8 Dec

Time:
08:30 - 16:00 [Daily]

Johannesburg:

National School of the Arts
17, Hoofd Street, Braampark
Johannesburg [oposite Jo'burg ballet]

Cape Town:

42 Searle St, Zonnebloem,
Cape Town,
7925

*The Digital Drawing & Painting course is non accredited students will receive certificate of attendance.

2018

DIGITAL CANVAS Academy

Topics

What to expect:

The School holiday Workshops are divided into two categories which will at the core of them equip any artist with the necessary skills to start a project in digital and bring it to a professional completion using age old principles found in traditional art. The shorter school holidays[Autumn&Spring] will mainly cover cartoon character design and the longer school holidays[Winter&Summer] will mainly cover human character design.

Autumn / Spring

- Cartoon character design + background

Project 01: Creating original cartoon character[s] from concept to cell shading with background for story book, Stickers, plush/ vinyl toys, brand mascot animated tv show etc.

Digital Tools: 01
- Intro to krita
- Understanding brushes
- Understanding tools
- Customizing user interface
- Layer systems
- Selections

Digital Sketching: 02
- Beginners Guide to Concept Sketching
- Fundamentals of Digital Drawing
- Fundamentals of Perspective Drawing
- Gesture sketching
- Silhouette Sketching
- Shape based drawing
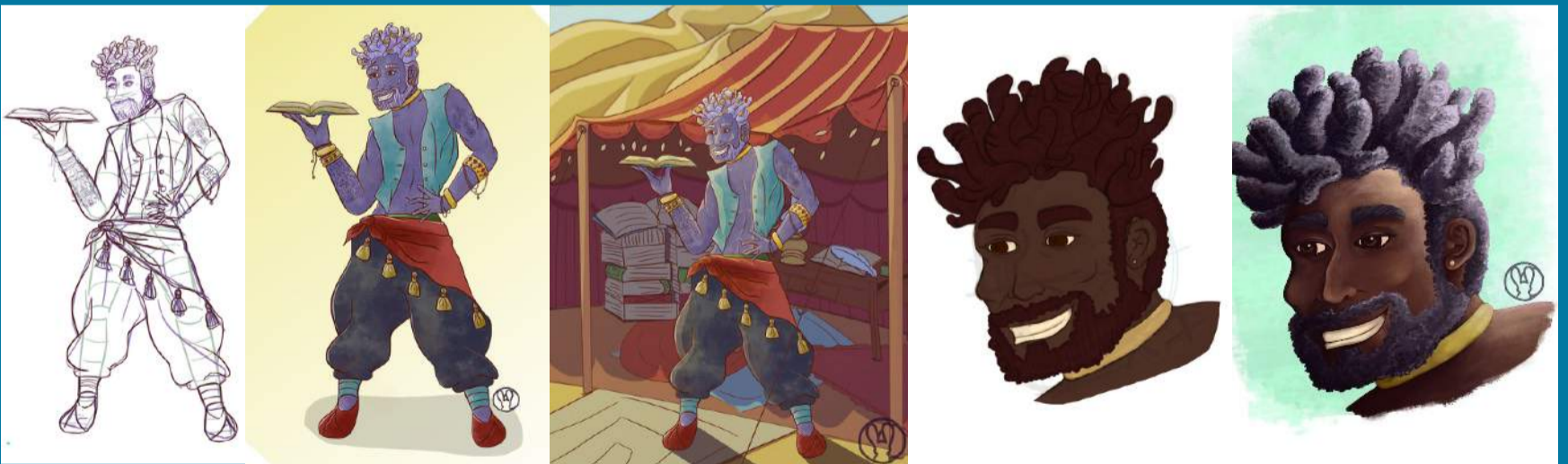- Drawing Final line work
- Environment design

Cell Shadding:03
- Preparing sketch for painting
- Colour harmonies
- Creating a colour pallet
- Blocking tones,Shadows& Tints.
- Basic Lighting

Winter / Summer

- Human Character + Background + Character Portrait

Project 1: Creating an anatomically correct human character from skeleton to digital rendering with background for comic book, graphic novel, game, animation etc.
Project 2: Detailed high Render of character 's portrait .

Digital Tools: 01
- Intro to krita
- Understanding brushes
- Understanding tools
- Customizing user interface
- Layer systems
- Selections

Digital Character: 02
- Gesture drawing
- Understanding the Skeleton
- Shape based drawing
- Understanding Anatomy
- Rough lines-creative freedom
- Different types of line work

Digital Portrait: 03
- Preparing Sketch for HQ render
- Working with skin tones-
- Detailing

Digital backgrounds: 04
- Film study- screenshots
- The 3 Planes of of depth
- Roughing the idea across

Colour & Tones: 05
- Basics of Color Theory
- Colour wheel & Colour pallet
- understanding tones, tints and shades
- Defining a light source
- Creating character shadows