



PROGRAM: lessons 1-10

1. Aquarelle: specific features of the paint
2. Painting tools
3. Choosing brush & paper
4. Colour palette + mixing
5. Paper preparation
6. Features and use of liquid gum/ masking fluid
7. Composition & selection
8. Light and shadow
9. Creating depth and space
10. Rules of one point & two points perspective

PROGRAM: lessons 11-20

11. Objects in perspective
12. Background effects
13. Balls & ellipse
14. Organic forms
15. Textures & effect
16. Painting of the trees
17. Outside sketches
18. Detail painting
19. Landscape as design
20. Water & sky
21. Wet on wet effects

PROGRAM: lessons 21-30

22. Rules of tree point perspective
23. Constructing of the shadow
24. Introduction human body
25. Skeleton
26. Muscles
27. Body types
28. Figure in perspective
29. Hands
30. Legs & feet
31. Face, eyes, lips
32. Painting of a model

