MODULE 2 ASSIGNMENTS

MODULE 2: DRAWING FUNDAMENTALS

1.   Module 2 Assignment 1 (M2A1): **Visual Library Development For Character Drawing**

Recommended Time Investment: 1 hour per theme   **Recommended Frequency:** 3 themes per week

Visual Library Development requires the student to:

1.   Research and find 2 reference images of a given theme
2.   Study and Draw via Observation the 2 references
3.   Then, imaginatively draw a 3rd image of the subject
4.   Draw all 3 images on a single page and number them, with number 3 being the imaginative drawing
5.   Students are recommended to do 3 Visual Library Development Themes per week

Visual library Development is a persistent drawing activity and exercise for artists, and can be done as much or as little as is felt is needed. For beginners, it is recommended that at least 10 themes are done initially during the course.

IT IS CRUCIAL THAT THE LEARNED THEORY IN MODULE 2 IS STACKED AS THE VISUAL LIBRARY DEVELOPMENT DRAWINGS ARE IMPLEMENTED

Below is a list of Character Oriented Visual Library Development Themes as a Guideline

High Heels	Top Hat	Wristwatch
Tank Top	Mobile Phone	Earings
Sunglasses	Formal Mens Shoes	Short Jeans
Bikini	Boxing Gloves	Neck Scarf
Evening Dress	Suit Jacket	Running Shoes
Guitars	Umbrella	Mini Skirt
Pocket Watch	Hamburger	Handgun
Over-ear Headphones	Cocktail Dress	Backpack
Candy Bar	T-Shirt	Fishing Rod
Walking Stick	Ladies Handbag	Suit Pants
Computer Tablet	Briefcase	Workers Boots
Baseball Cap	Mens Shorts	Victorian Era Hats
Drinking Glass	Mens Ties	Ladies Blouse
Ballpoint Pen	Book	Bottled Water
Mens Collared Shirt	Ski Goggles	Newspaper

2. Module 2 Assignment 2 (M2A2): Weekly Personal Character Piece

Recommended Time Investment: 3-6 hours   **Recommended Frequency:** Once per week

Utilising both your imagination and any references that you feel are needed, draw out an imaginative character, utilising all the learned theory so far.

3. Module 2 Assignment 3 (M2A3): Weekly Character Fanart Piece

Recommended Time Investment: 3-6 hours   **Recommended Frequency:** Once per week

Utilising both your imagination and relevant references, draw out an imaginative character illustration of one of your favourite characters, utilising all the learned theory so far.

Ensure that when you have completed your assignments and are submitting them to the Character Art School Community, that you are clearly stating the assignment number, for example "M2A2", so that you are critiqued and given feedback correctly at your current level of knowledge.