



# ARTSCHOOL

FOR DIGITAL ARTISTS

## Weekly Study Companion Guide

A complete art education program by **Marc Brunet**



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# TERM 1

## Week 1

- Watch **Visual Communication 1**
- Watch **Photoshop for Digital Prod 1**
- Daily Visual Communication 1 assignment (deliberate observation)
- Daily Photoshop for Digital Prod 1 assignment 1 - Pen Control (digitally or traditionally)
- Complete Photoshop for Digital Prod 1 assignment 2 - Image Adjustments

## Week 2

- Watch **Nude Figure Drawing**
- Daily Visual Communication 1 assignment (deliberate observation)
- Daily Photoshop for Digital Prod 1 assignment 1 - Pen Control (digitally or traditionally)
- Daily Nude Figure Drawing assignments 1-3
- Complete Photoshop for Digital Prod 1 assignment 3 - Combining Images
- Complete Photoshop for Digital Prod 1 assignment 4 - Selections/Liquify/Healstamp

## Week 3

- Daily Visual Communication 1 assignment (deliberate observation)
- Daily pen control practice from [Top 10 Drawing Exercises](#) on YouTube (digitally or traditionally)
- Daily Nude Figure Drawing assignments 1-3

- Daily Nude Figure Drawing assignment 6 - Gesture Drawing (30sec poses)
- Study (copy) 5 characters from professional artists/shows/games you like (lineart only)

## Week 4

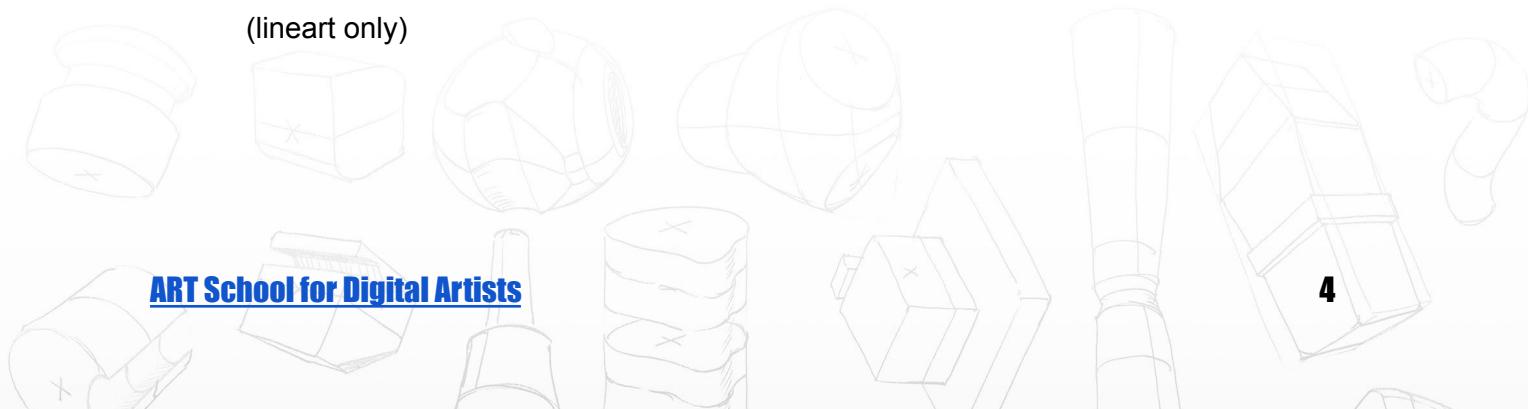
- Watch **Perspective 1**
- Daily Visual Communication 1 assignment (deliberate observation)
- Daily pen control practice from [Top 10 Drawing Exercises](#) on YouTube (digitally or traditionally)
- Daily Nude Figure Drawing assignment 5
- Daily Nude Figure Drawing assignment 6 - Gesture Drawing (1min poses)
- Daily Perspective 1 assignment 2 (drawing basic cubes in 1 & 2 point perspective)
- Complete Perspective 1 assignment 1

## Week 5

- Daily Nude Figure Drawing assignment 6 - Gesture Drawing (2min poses)
- Daily Nude Figure Drawing assignment 7
- Daily Perspective 1 assignment 2 (drawing simple structures like stacks of cubes or cubes arranged in patterns in 1 & 2 point perspective)
- Complete Nude Figure Drawing assignment 4
- Study (copy) 5 characters drawings from professional artists/shows/games you like (lineart only)

## Week 6

- Daily primitive drawings (first exercise) from [3 Life-changing Drawing Exercises](#)
- Daily Nude Figure Drawing assignment 6 - Gesture Drawing (5min poses)
- Complete Perspective 1 assignment 3
- Study (copy) 3 environment drawings from professional artists/shows/games you like (lineart only)

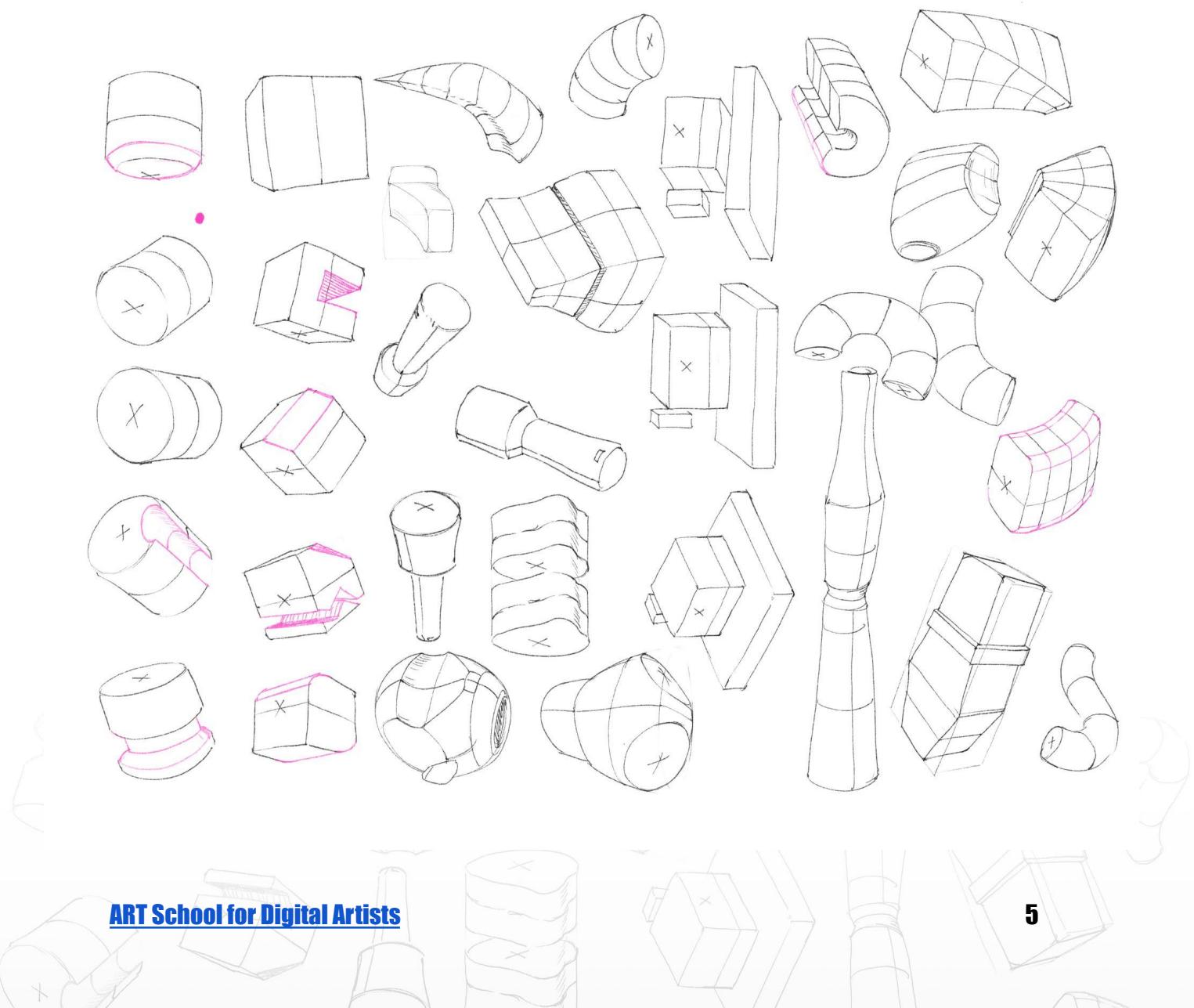


## Week 7

- This week, have fun practicing whatever you'd like or working on personal art

## Week 8

- Daily Nude Figure Drawing assignment 6 - Gesture Drawing (2min poses)
- Complete Perspective 1 assignment 4
- Study (copy) 3 environment drawings from professional artists/shows/games you like (lineart only)
- Review Term 1 progress - well done!





# TERM 2

## Week 1

- Watch **Visual Communication 2**
- Watch **Photoshop for Digital Prod 2**
- Daily Visual Communication 2 assignments 1 & 3 (+ keep in mind assignment 2)
- Complete Photoshop for Digital Prod 2 assignment A
- Draw a self portrait (traditionally or digitally) using good lighting and a mirror (not a photo)

## Week 2

- Watch **Anatomy 1**
- Daily gesture drawing (2min poses)
- Daily Anatomy 1 assignments 1 & 2
- Complete Photoshop for Digital Prod 2 assignment B
- Study (copy) 10 character head drawings in simple perspective (facing the camera) from professional artists/shows/games you like (lineart only)

## Week 3

- Daily gesture drawing (10min poses)
- Daily Anatomy 1 assignments 1-3
- Portrait study (from reference with good lighting, using shading)
- Draw 5 character heads from imagination in simple perspective (facing the camera, lineart only)

## Week 4

- Watch **Perspective 2**
- Daily primitive drawings (first exercise) from [3 Life-changing Drawing Exercises](#)
- Complete Perspective 2 assignment 1
- Complete Anatomy 1 assignment 4 (draw the head from memory)

## Week 5

- Daily gesture drawing (5min poses)
- Complete Perspective 2 assignment 2
- Study (copy) 10 heads from photo references (lineart only)

## Week 6

- Daily gesture drawing (1min poses)
- Daily hair drawing practice (give hair to your previously drawn characters) from [How to Draw Hair for Your Characters](#)
- Complete Perspective 2 assignment 3
- Portrait study (from reference with good lighting, using shading)

## Week 7

- This week, have fun practicing whatever you'd like or working on personal art

## Week 8

- Daily gesture drawing (1-5min poses)
- Daily primitive drawings (all 3 exercises) from [3 Life-changing Drawing Exercises](#)
- Draw or paint a self portrait (traditionally or digitally) using good lighting and a mirror (not a photo)
- Draw or paint a fantasy creature/monster portrait from imagination (but don't hesitate to use various photo references to help if needed)
- Review Term 2 progress - well done!



# TERM 3

## Week 1

- Watch **Clothed Figure Drawing**
- Daily Clothed Figure Drawing assignment 1
- Daily primitive drawings (all 3 exercises) from [3 Life-changing Drawing Exercises](#)
- Study (copy) 10 heads from photo references (lineart only)
- Study (copy) 3 environment drawings from professional artists/shows/games you like (lineart only)

## Week 2

- Daily gesture drawing (2min poses)
- Daily Clothed Figure Drawing assignment 2
- Study (copy) 10 clothed figures from photo references (lineart only)
- Study (copy) 5 fully dressed character drawings from professional artists/shows/games you like (lineart only)

## Week 3

- Watch **Anatomy 2**
- Daily primitive drawings (all 3 exercises) from [3 Life-changing Drawing Exercises](#)
- Daily Anatomy 2 assignment 1
- Complete Clothed Figure Drawing assignment 1
- Draw or paint a character/creature bust from imagination (but don't hesitate to use various photo references to help if needed)

## Week 4

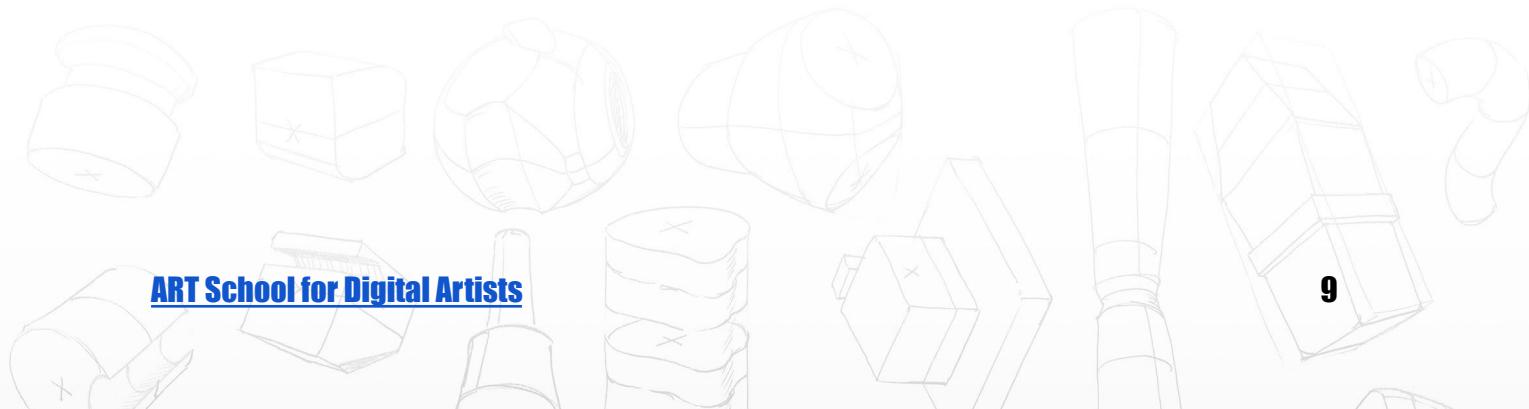
- Download a free trial version of ZBrush through the [Maxon App](#) and watch **ZBrush For Visual Production 1-2** (*optional class, but highly recommended*)
- Draw a stylized barrel in perspective using ZBrush For Visual Production assignment 1 as inspiration (or use a different stylized barrel of your choice as reference)
- Complete ZBrush For Visual Production assignment 1 using your barrel drawing as reference for your 3D model
- Daily Anatomy 2 assignment 1

## Week 5

- Daily gesture drawing (2min poses)
- Daily Clothed Figure Drawing assignment 2 - draw clothes on existing character drawings from previous assignments
- Draw 5 character heads from imagination in simple perspective (facing the camera, lineart only)
- Complete ZBrush For Visual Production assignment 2 using your character/creature bust drawing/painting from Week 3

## Week 6

- Daily Anatomy 2 assignment 2
- Study (copy) a fully dressed character painting from an artist/show you like
- Draw a character that represents you in a simple standing pose, wearing the same clothes you do (look at yourself in the mirror as reference for the clothes & folds)
- Review Term 3 progress - well done!





# TERM 4

## Week 1

- Watch **Film & Game Production Overview**
- Watch **Color and Light Theory 1**
- Daily Color and Light Theory 1 assignment 1 & 2 & 4
- Daily gesture drawing (5min poses)
- Study (copy) 5 characters color palettes from professional artists/shows/games you like and use them to color your own drawings

## Week 2

- Watch **Anatomy 3 - Upper**
- Daily Anatomy 3 assignment 1 - Highlight all upper body muscles over reference photos
- Daily Color and Light Theory 1 assignment 4
- Complete Color and Light Theory 1 assignment 3
- Study (copy) the stylized upper body anatomy of 5 characters from professional artists/shows/games you like (references ideas: Capcom concept art, Marvel/DC comics, fighting manga, fighting game concept art)

## Week 3

- Study (copy) 20 hands in simple poses from photo references (lineart only)
- Daily Anatomy 3 assignment 1 - Draw the upper body muscles directly onto skeleton photos

- Daily Color and Light Theory 1 assignment 4
- Draw 10 character heads for your recent headless upper body studies, from imagination and in simple perspective (facing the camera, ¾ view - lineart only)

## Week 4

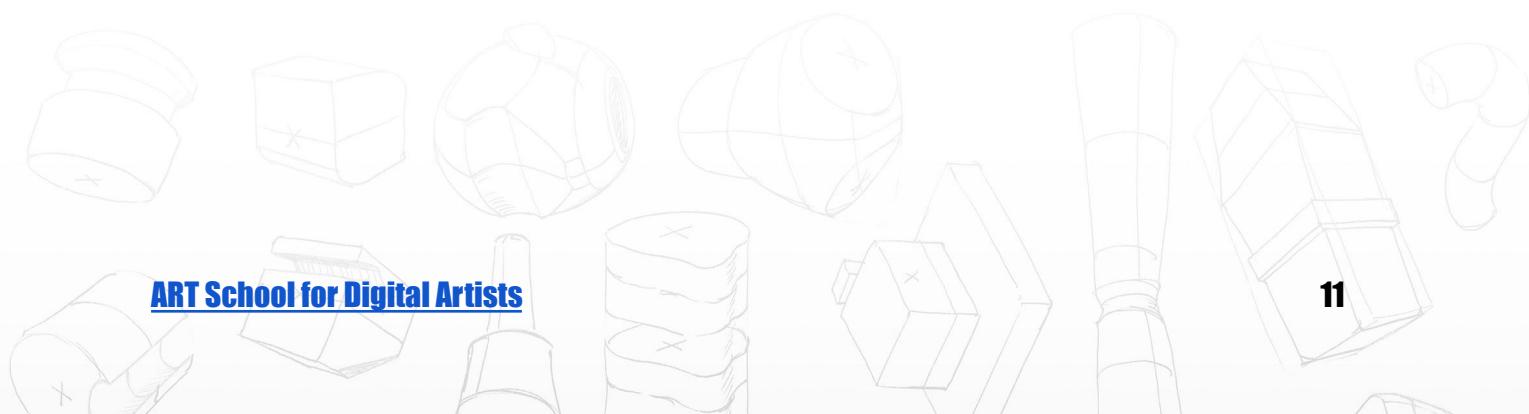
- Watch **Anatomy 3 - Lower**
- Daily Anatomy 3 assignment 1 - Highlight all lower body muscles over reference photos
- Daily Color and Light Theory 1 assignment 4
- Study (copy) 3 environment drawings from professional artists/shows/games you like (lineart + simple coloring)
- Study (copy) the stylized lower body anatomy of 5 characters from professional artists/shows/games you like (references ideas: Capcom concept art, Marvel/DC comics, fighting manga, fighting game concept art)

## Week 5

- Daily Anatomy 3 assignment 1 - Draw the lower body muscles directly onto skeleton photos
- Study (copy) 20 feet from photo references (lineart only)
- Study (copy) the full body anatomy of 10 characters from professional artists/shows/games you like (references ideas: Capcom concept art, Marvel/DC comics, fighting manga, fighting game concept art)

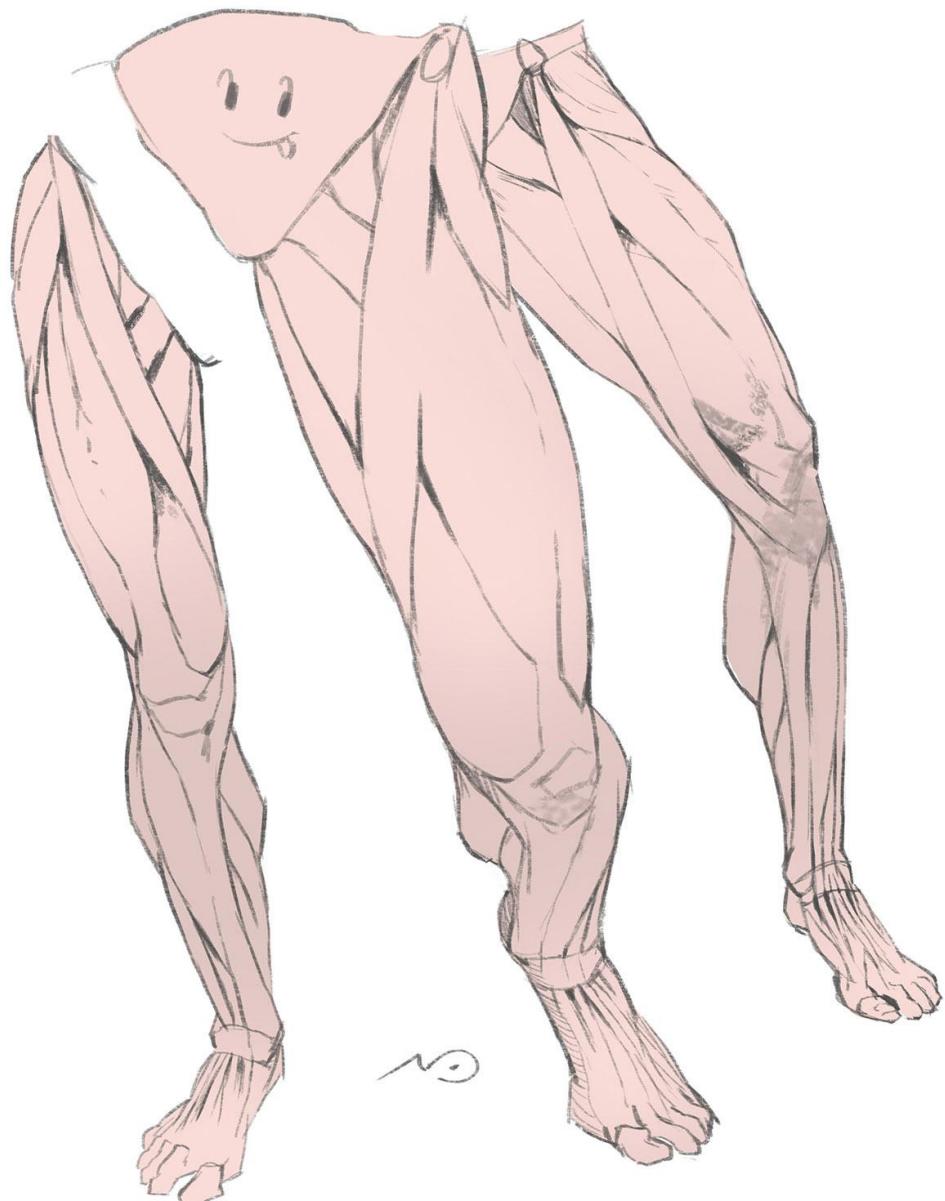
## Week 6

- This week, have fun practicing whatever you'd like or working on personal art



## Week 7

- Daily Anatomy 3 assignment 2
- Daily Color and Light Theory 1 assignment 4
- Complete Anatomy 3 assignment 3
- Draw a character that represents you (or a family member/friend) in a simple standing pose with an exaggerated superhero body, wearing a simple form-fitting outfit to focus on the anatomy (look at yourself in the mirror as reference if needed)
- Review Term 4 progress - well done!





# TERM 5

## Week 1

- Watch **Character Design**
- Start a reference folder for character outfit photos & character artworks
- Daily Character Design assignment 1
- Complete Character Design assignments 2 & 3 (for an alternative coloring method without gradient maps that will work in most painting software, use the process from [Beginner's Guide to Coloring](#))

## Week 2

- Watch **Nude Figure Sculpting**
- Daily gesture drawing (2min poses)
- Complete Nude Figure Sculpting assignment 1 (sculpt a head, a foot and a hand digitally or with clay using yourself as reference)

## Week 3

- Watch **Animal & Creature Drawing**
- Daily Animal & Creature Drawing assignments 1 & 2
- Study (copy) 10 animals from photo references (lineart only, focus on quadruped mammals)
- Draw or paint a fantasy creature from imagination (but don't hesitate to use various photo references to help if needed)

## Week 4

- Complete Nude Figure Sculpting assignment 2 or 3 (sculpt the full body digitally or with clay using photo references)

## Week 5

- Daily Animal & Creature Drawing assignments 3 - Animal hybrids (lineart first, followed by shading and optional colors)
- Daily gesture drawing (2min poses)
- Study (copy) 5 animal or animal/human hybrid characters from professional artists/shows/games you like

## Week 6

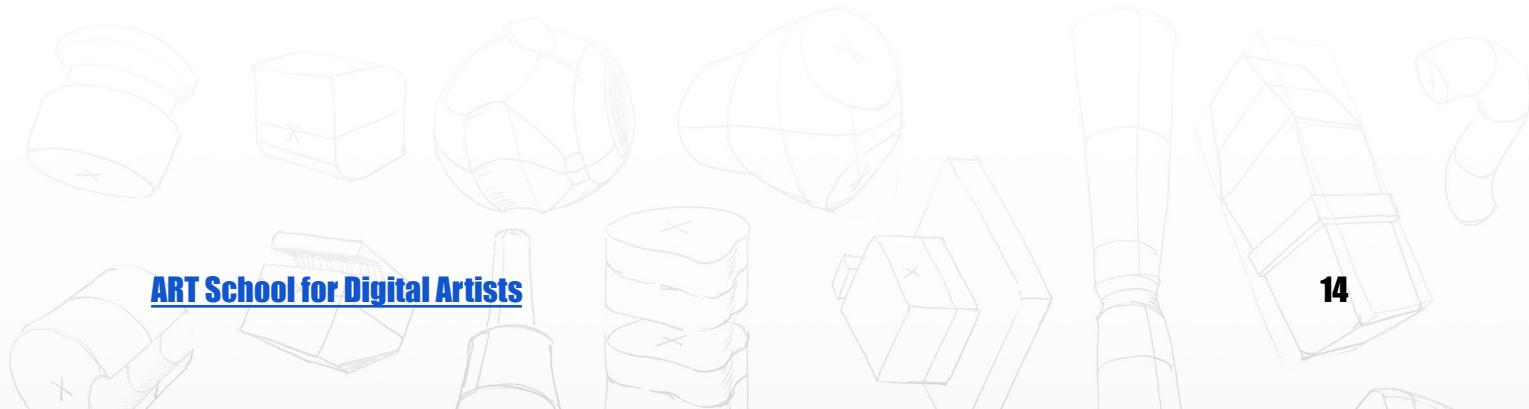
- This week, have fun practicing whatever you'd like or working on personal art

## Week 7

- Study (copy) 10 animals (mammals, fish, birds and reptiles) from photo references (lineart first, followed by shading and colors)
- Draw or paint a fantasy human/creature hybrid from imagination (but don't hesitate to use various photo references to help if needed)

## Week 8

- Daily Animal & Creature Drawing assignment 4 - Fantasy creatures (lineart first, followed by shading and colors)
- Daily gesture drawing (5min poses)
- Review Term 5 progress - well done!





# TERM 6

## Week 1

- Watch **Color and Light Theory 2**
- Daily primitive drawings (all 3 exercises) from [3 Life-changing Drawing Exercises](#)
- Complete Color and Light Theory 2 assignments 1 & 2
- Draw a character design in a cyberpunk style from imagination (lineart + flat colors)

## Week 2

- Watch **Composition & Storytelling**
- Daily gesture drawing (2min poses)
- Daily Composition & Storytelling assignments 3 & 4
- Complete Composition & Storytelling assignment 1 (create 7 thumbnail-sized paintings representing each of the principles of art)
- Complete Color and Light Theory 2 assignment 3

## Week 3

- Watch **Mech Design**
- Start a reference folder for mechanical photos/artworks
- Draw or paint 2 simple mechs from imagination starting from either a box or cylinder shape, using your preferred technique (but don't hesitate to use various photo references to help if needed)
- Complete Composition & Storytelling assignment 2 (go back to a recent artwork, identify new issues you're now able to spot and improve the result)

## Week 4

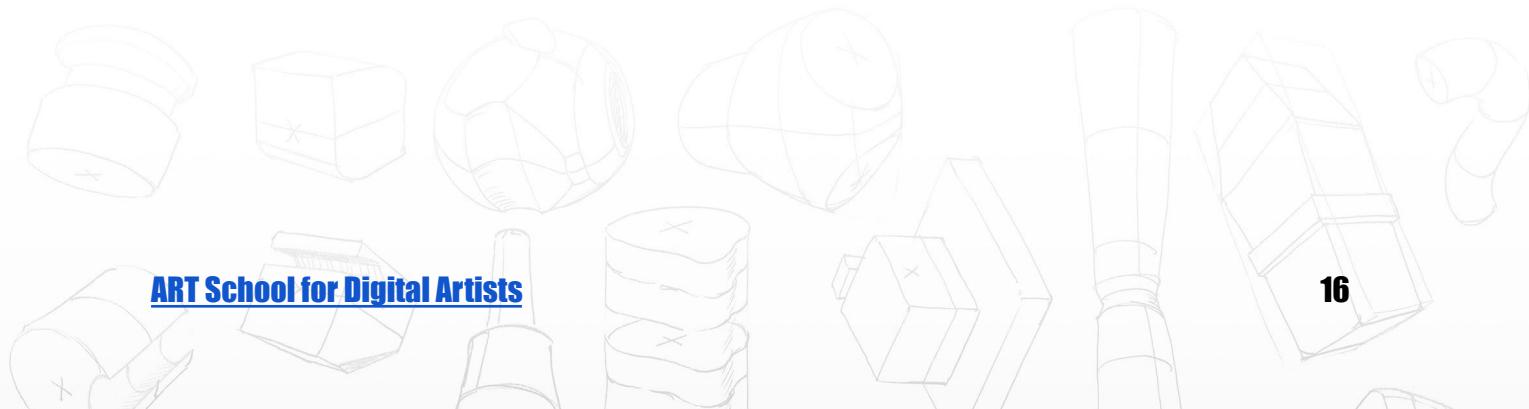
- Daily gesture drawing (5min poses)
- Draw or paint an animal/mech hybrid from imagination (but don't hesitate to use various photo references to help if needed)
- Study (copy) 5 mech drawings from professional artists/shows/games you like (lineart + simple coloring)

## Week 5

- This week, have fun practicing whatever you'd like or working on personal art

## Week 6

- Daily gesture drawing (2min poses)
- Complete Color and Light Theory 2 assignment 4
- Draw or paint a war mech or construction mech from imagination using your preferred technique (but don't hesitate to use various photo references to help if needed)
- Review Term 6 progress - well done!





# TERM 7

## Week 1

- Watch **Enhanced Learning**
- Study (copy) 5 characters from a single game/movie/series (lineart first, shading and colors optional)
- Study (copy) 2 environments from the same game/movie/series (lineart first, shading and colors optional)

## Week 2

- Watch **Physics of Materials**
- Daily gesture drawing (2min poses)
- Paint 10 spheres shaded + colors to represent different materials using references if necessary (plastics, metals, glass & skin)
- Study (copy) a character wearing a full medieval armor from a photo reference (fully shaded + colors with particular attention to the metal/material properties)

## Week 3

- Watch **Personal Project 1**
- Spend all week developing a detailed background story for the world you'll be building (details about the world as a whole, its various locations, characters and props of significance)

## Week 4

- Daily gesture drawing (2min poses)
- Draw or paint the environment that represents your world as a whole

## Week 5

- Write the background story for 3 secondary characters (the equivalent of NPC characters in a game) that are part of your world
- Draw or paint the 3 secondary characters you imagined for your portfolio (simple background environment optional)

## Week 6

- Write the background story for 2 of the main characters that are part of your world
- Draw or paint the 2 main characters you imagined for your portfolio (simple background environment optional)
- Review Term 7 progress - well done!





# TERM 8

## Week 1

- Watch **Prop Design**
- Start a reference folder for prop photos/artworks
- Study (copy) 10 character accessories or background props from professional artists/shows/games you like
- Study (copy) 1 environment painting (exterior, nature) from a professional artist/show/game you like
- Draw or paint 5 props (inspired by real world items) designed to fit in the world from your personal project

## Week 2

- Watch **Environment Design**
- Start a reference folder for environment photos/artworks
- Study (copy) 1 environment painting (exterior, nature) from photo reference
- Paint 1 simple environment using either 3D or a photo (using simple household objects as a way to block-out your scene instead of 3D) as a base, designed to fit in the world from your personal project - use the 6-step process (sketch, block in, big details, medium details, small details, final adjustments)

## Week 3

- Watch **Personal Project 2**
- Daily gesture drawing (2min poses)

- Plan the scope of your personal project and write a list (15-20 items) of everything that you need to draw/paint
- Study (copy) 4 environment paintings (exterior, interior, nature) from photo reference

## Week 4

- Use this week to work on your personal project

## Week 5

- Paint a fantasy creature in a simple environment from imagination designed to fit in the world from your personal project (but don't hesitate to use various photo references to help if needed)
- Paint a detailed character portrait from imagination designed to fit in the world from your personal project (but don't hesitate to use various photo references to help if needed)

## Week 6

- Draw 10 heads from imagination representing characters from your personal project (but don't hesitate to use various photo references to help if needed)
- Review Term 8 progress - well done!



# TERM 9

## Week 1

- Watch **Matte Painting**
- Start a reference folder for environment photos & textures to use as source material for your matte paintings
- Paint 3 environments from imagination as potential matte paintings using photos and textures as source material to speed up the process

## Week 2

- Paint a matte painting representing an exterior scene designed to fit in the world from your personal project

## Week 3

- Watch **Introduction to Graphic Design**
- Create a logo to use for your portfolio or social media profile image - your brand logo
- Turn a painting of yours into a movie poster, comic book cover or book cover using various graphic design elements including at least a logo + title + subtitle
- Add text and other graphic design elements to an existing character drawing/painting of yours to improve its presentation

## Week 4

- Watch **Personal Project 2**
- Work on some of the remaining items from your personal project to-do list

## Week 5

- Use this week to work on your personal project

## Week 6

- Paint a new self portrait using good lighting and a mirror (not a photo)

## Week 7

- Use this week to work on your personal project

## Week 8

- Use this week to work on your personal project
- Review Term 8 progress - well done!





# TERM 10

## Week 1

- Watch **Digital Painting**
- Work on the lineart for your final painting that should contain at least 2 characters from your personal project as well as an environment (interior or exterior) in the correct perspective - the emphasis can be either on the characters or the environment depending on your preference but the painting should contain both

## Week 2

- Work on the lighting and shading of your final painting to reach a finalized grayscale version

## Week 3

- Colorize your final painting using gradient maps (or alternative techniques without gradient maps like I demonstrate in either [this video](#) or [this video](#))

## Week 4

- Put together in a portfolio all the best pieces you've worked on these last 16 months including your personal project artworks and take a moment to realize just how far you've come - HOLY HECK YOU'VE COMPLETED THE ART SCHOOL PROGRAM!

Make sure you send me a PM on [Cubebrush](#) along with a link to your personal project artworks to get your program certificate!