

THE STRONG START COURSE CONTENT

WEEK ONE

- ❖ Introduction and Supplemental Information
 - Reading Assignment – Week 1
 - Class Overview and Methodology
 - More on Class Methodology
 - Introduction to Carlson’s Theory of Angles
 - Full Collection of Class Videos
 - Demo Images
 - Full Collection of Master Paintings
 - Converting Images to Greyscale
 - Using Your Value Scale/Isolator
- ❖ Atmospheric Perspective
 - Aerial or Atmospheric Perspective
- ❖ Compositional Basics
 - What’s a Thumbnail?
 - Format
 - Horizon
 - Shape
 - The Vault of the Sky - Values
- ❖ Marker Studies
 - Marker Studies
- ❖ Assignment #1 – Part 1
 - Assignment #1 – Part 1
 - Example of Assignment #1 – Part 1
 - Another Example

WEEK TWO

- ❖ Seeing
 - Observation and Knowledge
 - Thumb Techniques
 - A Field Thumb
- ❖ Design Basics

- Some Basic Design Concepts
- Getting In
- Visual Thinking
- Variety – Intervals and Shapes
- Payne’s Compositional Stems
- More on Values
- Speed of the Line and Stoppers
- Composing Tip
- ❖ Assignment #1 – Part 2
 - Assignment #1 – Part 2
- ❖ Plein Air Tips
 - Setting Up – Seek Shade
 - Tips for Part 3 and Beyond
- ❖ Assignment #1 – Part 3
 - Assignment #1 – Part 3
 - Example of Assignment #1 – Part 3

WEEK THREE

- ❖ More on Design
 - Thinking in Notan
 - Thou Shalt Not...
 - More on Visual Thinking
 - A Couple of Thumb Tips
- ❖ Woods
 - Woods Motifs
- ❖ More Plein Air
 - Your Plein Air Kit
- ❖ Underpainting
 - Underpainting
- ❖ Assignment #2
 - Assignment #2 – Part 1
 - Assignment #2 – Part 2
 - Example of Assignment #2 – Parts 1 and 2

WEEK FOUR

- ❖ Color Mixing and Palettes
 - Color Mixing Demos
 - Pre-Mixing Your Palette
 - Palette Management, Painting Procedure and Brushwork
- ❖ Assignment #3
 - Assignment #3 – Part 1
 - Assignment #3 – Part 2
 - Assignment #3 – Part 3

WEEK FIVE

- ❖ Light and Shadow
 - The Color of Light and Shadow
- ❖ Studio Lighting
 - Studio Lighting
- ❖ Color Studies
 - Deconstructed Color Studies
- ❖ Assignment #4
 - Assignment #4

WEEK SIX

- ❖ Assignment #5
 - Assignment #5