

Digital Painting Course - Zoll Studio

4 sessions - 2hrs each

Materials

- Computer or tablet with pen capabilities
- Adobe Photoshop (Students are welcome to use other apps in place of photoshop; but my examples will be done in photoshop. Some apps that I have used and are very similar to photoshop are Clip Studio Paint, Manga Studio, Krita, Adobe Fresco, Procreate, Corel Painter, etc.)

Class structure

Each class we will start with a 20-30 minute overview about the techniques we will be discussing each day. One hour will be devoted to painting and I will be available to help each student with the techniques discussed. Our last 20-30 minutes will be a group critique and questions.

1. Introduction - Digital Painting

Things we will be discussing

- Photoshop
- Brushes
- Layers
- Grayscale painting
- Saving files
- Blocking in shapes
- Cleaning up

Things needed for class: I will supply a model for student to paint from

Summary: In this first class we will set up a document in photoshop (or equivalent) and jump right into painting from an object. We will discuss the importance of Layers as well as layer effects, styles, and masks. We will also go over brushes and how to use different brushes to solve different problems. Working from a model, we will make a grayscale digital painting using the techniques discussed.

Goal: Create a digital painting using the techniques we discuss in class

2. Traditional Painting Digitally - Painting in color

Things we will be discussing

- Color
- Brushes
- Liquify tool
- Blending

Things needed for class - Students will bring in a simple object to paint from. (ex. Simple figurine, can or bottle, baseball, etc.)

Using an item as a model, we will practice painting from life with a digital medium. We will learn about color blending, color selection, and layer styles and effects with your painting. We will also explore the liquify tool.

Goal: Create a digital painting using the techniques we discuss in class

3. Lineart and filling in with Color

Things we will be discussing

- Line drawing
- Color theory
- Perspective and lighting
- Layer structure
- Masking
- Layer effects
- Layer styles

Things needed for class - Students will bring in a photograph of someone to draw from

Starting from a line drawing, we will practice filling in color to create a graphic look to your artwork. Once color is applied we will also discuss using tools such as hue/saturation, masks, and layer effects and styles. We will also briefly touch on 1 and 2 point perspective and lighting.

Goal: Create a digital painting using the techniques we discuss in class

4. Photoediting and using references

Things we will be discussing

- Repurpose photos into references
- Discuss effects and filters
- Perspective and Lighting

Things needed for class - Students will bring photos and collected images of their own or from the internet to photobash as references to paint from. (Please keep it simple and limited to 3 or 4 images)

In this last class we will create a new character using multiple references. We will discuss photo editing techniques to assist us in creating references for our paintings. Starting with a photograph we will add objects of our own or from the internet and use these references to paint from and create something new. Remember, you must never directly use someone else's

artwork or photography in your own piece, but using images and photoediting them into a reference to use is perfectly acceptable. We will briefly discuss filters and effects to help us blend images and will also talk about lighting and perspective to adjust objects to be more natural with our subject.

Goal: Create a digital painting using the techniques we discuss in class