www.ctrlpaint.com

1) DIGITAL PAINTING 101

introductory videos"

What is digital painting?

Quick Demo

(1 of 6) Basic Navigation

(2 of 6) Layers

(3 of 6) Brush + Eraser

(4 of 6) Color

(5 of 6) Blending Paint

(6 of 6) Moving Forward

2) TRADITIONAL DRAWING

Now, where do you start? Before you can paint, you need to know how to draw!!!

Welcome to Traditional Drawing Ctrl+Paint Unplugged Road-Map

Unplugged: Pencils and Erasers

The Pencil

Visual Measuring

Visual Measuring: Proportion

Drawing spoons

Drawing shape: Contour Lines
Drawing shape: Linear Block-in

Crosshatching Negative Space

Constructive Form pt. 1

Constructive Form pt. 1 and 1/2

Constructive Form pt. 2

Simple Still Life

3) DRAWING 2

Welcome to Drawing 2

The Drawing Habit

Sketching with Line

Fluid Linework

Canvas Rotation

Line Weight

Simplifying Form

Form, Not Shape

Reintroducing the Still Life

Real Object, Imaginary Details

Exaggeration

Expressiveness in Your Drawing

When in Doubt, Draw 100

4) COMPOSITION BASICS

Welcome to Composition Basics

Principles of Design: Intro

Principles of Design: Scale & Proportion

Principles of Design: Repetition Principles of Design: Emphasis Principles of Design: Balance Principles of Design: Movement

Principles of Design: Unity

Visual Simplification

Visual Tangents

Information Hierarchy

Compositional Framing Elements

Shadow Shape

Using Text in a Composition

Critique

5) USING REFERENCE MATERIALS

Using Reference Materials

How to Draw Anything in 3 Steps

Using Reference Materials

Designing with reference

Costume Reference

Costume Sketching

Better use of Reference Images

The "Tiny Study"

Simplifying Photo Studies Pt.1

Simplifying Photo Studies Pt.2

Simplifying Photo Studies Pt.3

Film Studies: Capturing Stills

Film Studies: Gesture Film Studies: Foreground

Film Studies: Color

6) ANATOMY

Welcome to Anatomy

Anatomy introduction

Quick Pose Gesture Sketching

Why Warm Up with Gesture?

Simplify the Head

3 Major Masses

Why Draw Skulls?

7) PERSPECTIVE

Welcome to Perspective

Perspective Drills

Perspective 101 pt. 1

Horizon Line

Perspective Sketching (Preview)

Perspective Grid Tool



1. DIGITAL PAINTING 101



Main Ideas & Notes:	BASIC NAVIGATION



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Main Ideas & Notes:	LAYERS



Main Ideas & Notes:	BRUSH + ERASER



Main Ideas & Notes:	COLOR



Main Ideas & Notes:	BLENDING PAINT



Main Ideas & Notes:	MOVING FORWARD



2. TRADITIONAL DRAWING



Main Ideas & Notes:	VISUAL MEASURING



Main Ideas & Notes:	VISUAL MEASURING: PROPORTION



Main Ideas & Notes:	DRAWING SPOONS



Main Ideas & Notes:	DRAWING SHAPE: CONTOUR LINES



Main Ideas & Notes:	DRAWING SHAPE: LINEAR BLOCK-IN



Main Ideas & Notes:	CROSSHATCHING



Main Ideas & Notes:	NEGATIVE SPACE



Main Ideas & Notes:	CONSTRUCTIVE FORM PT. 1



Main Ideas & Notes:	CONSTRUCTIVE FORM PT. 1 AND 1/2



Main Ideas & Notes:	CONSTRUCTIVE FORM PT. 2



Main Ideas & Notes:	SIMPLE STILL LIFE



3. DRAWING 2



Main Ideas & Notes:	WELCOME TO DRAWING 2



Main Ideas & Notes:	THE DRAWING HABIT



Main Ideas & Notes:	SKETCHING WITH LINE



Main Ideas & Notes:	FLUID LINEWORK



Main Ideas & Notes:	CANVAS ROTATION



Main Ideas & Notes:	LINE WEIGHT



Main Ideas & Notes:	SIMPLIFYING FORM



Main Ideas & Notes:	FORM, NOT SHAPE



Main Ideas & Notes:	REINTRODUCING THE STILL LIFE



Main Ideas & Notes:	REAL OBJECT, IMAGINARY DETAILS



Main Ideas & Notes:	EXAGGERATION



Main Ideas & Notes:	EXPRESSIVENESS IN YOUR DRAWING



Main Ideas & Notes:	WHEN IN DOUBT, DRAW 100



4. COMPOSITION BASICS



Main Ideas & Notes:	WELCOME TO COMPOSITION BASICS



Main Ideas & Notes:	PRINCIPLES OF DESIGN: INTRO



Main Ideas & Notes:	PRINCIPLES OF DESIGN: SCALE



Main Ideas & Notes:	PRINCIPLES OF DESIGN: REPETITION



Main Ideas & Notes:	PRINCIPLES OF DESIGN: EMPHASIS



Main Ideas & Notes:	PRINCIPLES OF DESIGN: BALANCE



Main Ideas & Notes:	PRINCIPLES OF DESIGN: MOVEMENT



Main Ideas & Notes:	PRINCIPLES OF DESIGN: UNITY



SUAL SIMPLIFICATION



Main Ideas & Notes:	VISUAL TANGENTS



Main Ideas & Notes:	COMPOSITIONAL FRAMING ELEMENTS



Main Ideas & Notes:	SHADOW SHAPE



Main Ideas & Notes:	USING TEXT IN A COMPOSITION



Main Ideas & Notes:	CRITIQUE



5. USING REFERENCE MATERIALS



Main Ideas & Notes:	USING REFERENCE MATERIALS



Main Ideas & Notes:	HOW TO DRAW ANYTHING IN 3 STEPS



Main Ideas & Notes:	USING REFERENCE MATERIALS



Main Ideas & Notes:	DESIGNING WITH REFERENCE



Main Ideas & Notes:	COSTUME REFERENCE



Main Ideas & Notes:	COSTUME SKETCHING



Main Ideas & Notes:	BETTER USE OF REFERENCE IMAGES



Main Ideas & Notes:	THE "TINY STUDY"



Main Ideas & Notes:	SIMPLIFYING PHOTO STUDIES PT.1



Main Ideas & Notes:	SIMPLIFYING PHOTO STUDIES PT.2



Main Ideas & Notes:	SIMPLIFYING PHOTO STUDIES PT.3



Main Ideas & Notes:	FILM STUDIES: CAPTURING STILLS



Main Ideas & Notes:	FILM STUDIES: GESTURE



Main Ideas & Notes:	FILM STUDIES: FOREGROUND, MIDDLEGROUND, BACKGROUND



Main Ideas & Notes:	FILM STUDIES: COLOR



6. ANATOMY



Main Ideas & Notes:	WELCOME TO ANATOMY



Main Ideas & Notes:	ANATOMY INTRODUCTION



Main Ideas & Notes:	QUICK POSE GESTURE SKETCHING



Main Ideas & Notes:	WHY WARM UP WITH GESTURE?



Main Ideas & Notes:	SIMPLIFY THE HEAD



Main Ideas & Notes:	3 MAJOR MASSES



Main Ideas & Notes:	WHY DRAW SKULLS?



7. PERSPECTIVE



Main Ideas & Notes:	WELCOME TO PERSPECTIVE



Main Ideas & Notes:	PERSPECTIVE DRILLS



Main Ideas & Notes:	PERSPECTIVE 101 PT. 1



Main Ideas & Notes:	HORIZON LINE



Main Ideas & Notes:	PERSPECTIVE SKETCHING (PREVIEW)



Main Ideas & Notes:	PERSPECTIVE GRID TOOL

