

MODULE 1 ASSIGNMENTS



MODULE 1: Understanding Light and Color

1. Module 1 Assignment 1 (M1A1CP): Value Scale and Two Value Painting

Recommended Time Investment: 3-4 hours **Recommended Frequency:** Once-Off

In this assignment you are required to:

- 1) Paint out your own value scale, utilising the relevant ranges in your software or traditional tools of choice.
- 2) Find reference images of 3 “black and white” (grayscale) portrait images. Using what you have learned about the importance of light and shadow, use only 2-3 values to create a copy of the image you see. It is EXTREMELY important to note that you must not “blend” any of the values, simply utilise 2-3 values to create as close a copy as possible of the original portraits. For an example of what your finished work should look like, please see the image of the girl with the cellphone in Module 1: Lesson 3 “How We See Form”.

Value and understanding that we generally see 3D forms in the world based on strong 2 Value statements is critical to being able to paint and color professionally. The above assignment teaches you to look only for the light and shadow that matters most – the fundamentals that truly show 3D form.

2. Module 1 Assignment 2 (M1A2CP): Planes Studies

Recommended Time Investment: 2 Hours **Recommended Frequency:** Weekly

While we may understand value well, if we don’t know where to place shadows, our character painting and coloring will not look believable. In this way having a strong understanding of planes is essential. In this assignment you are required to:

Find and research “planes of the head” and “3d planes of the body” using Google Image Search, and then download the relevant reference images showing simplified plane models of the head and body.

Utilising the reference, draw 10x pages of Head Plane Studies, and 10x pages of Body Plane Studies. Once these have been completed, continue weekly doing an hour or two of plane studies on as many pages as required, until you feel your knowledge is reasonably solid.

You can either draw or paint the plane studies, understanding the planes and their locations is the primary goal.

3. Module 1 Assignment 3 (M1A3CP): The Form Lighting Principle Sphere

Recommended Time Investment: 1-2 Hours **Recommended Frequency:** Weekly Until Mastered

In this assignment, create a form lighting sphere on a single page that shows all the elements of the form lighting principle, ensuring that once you have created the sphere you label each element. Ensure that your Form Lighting spheres use value only, no color.

Strive to learn every element off by heart, as well as the order that the elements can be applied (stack).

4. Module 1 Assignment 4 (M1A4CP): Colour Studies

Recommended Time Investment: 1-3 Hours **Recommended Frequency:** Weekly Until Mastered

This assignment requires you to complete the following:

- 1) Create your own colour wheel from scratch, utilising what you have learned on a single page.
- 2) Create 3 Spheres of varying local (base) color, and correctly light them utilising hue shifts based on the color of the key light source.
- 3) Create a single page of 3x Rule of 3 color schemes, ensuring the colours have varying hue, saturation and value. Indicate Primary, Secondary and Accent Colors, as well as percentage coverage splits.

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 "M2A2CP", so that you are critiqued and given feedback correctly at your current level of