

Learning Paths

Novice

Year 1 of Program

Fundamentals

Drawing

Painting

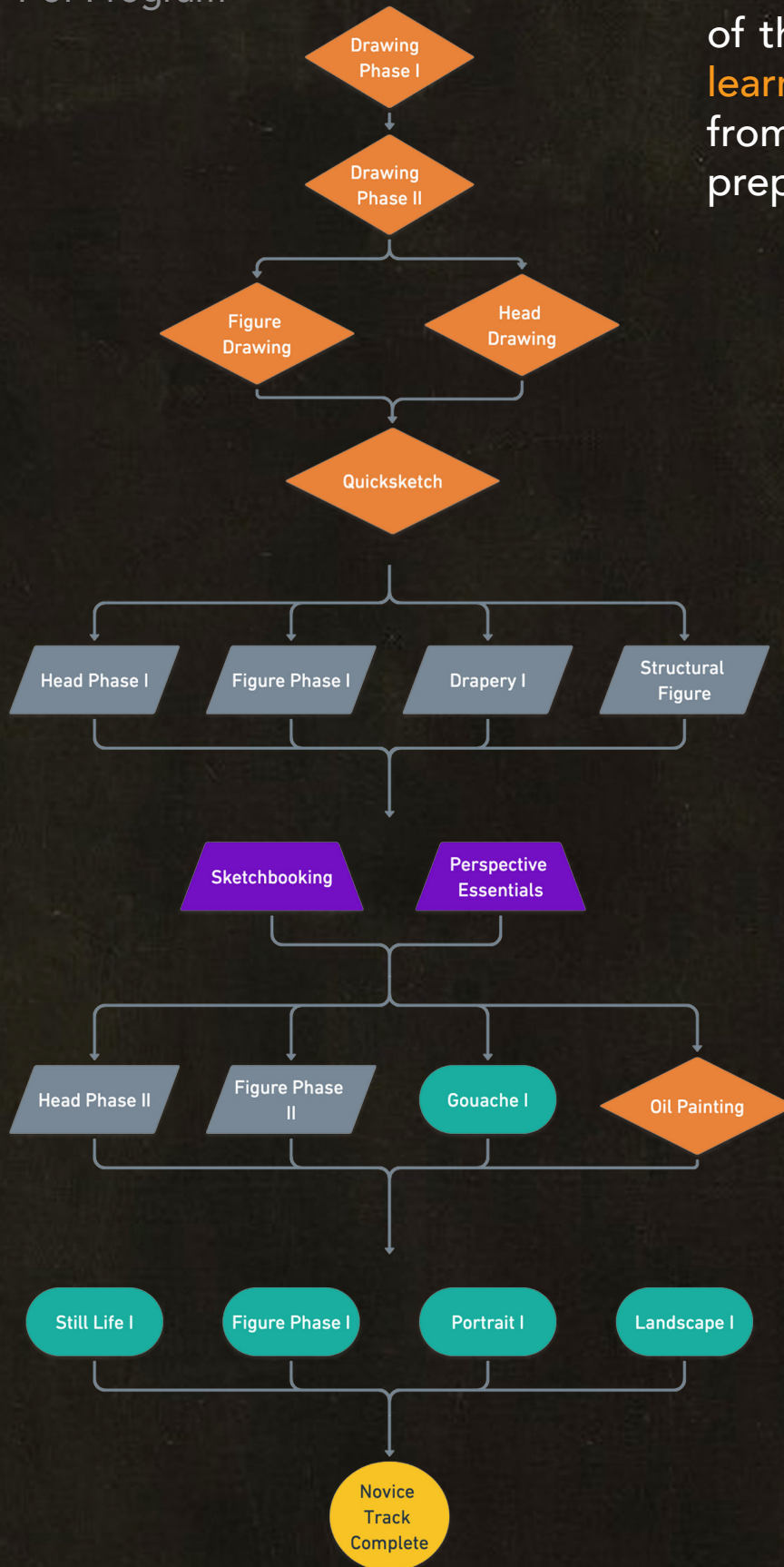
Master-Class

Following the model of ateliers of the past, we've constructed a **learning path** which will take you from a novice to journeyman, and prepare you for mastery. Please see the diagram to the left.

This document outlines the flow of our online classes. It recommends which classes to take and when to take them. It also outlines which classes can be taken simultaneously (appearing in the same row). Cross-training will help promote a more thorough understanding of fundamental concepts.

The first few years of your training should be dedicated to establishing a **solid foundation** from which to spring-board into more specialized techniques. Naturally, beginning with Drawing Fundamentals serves as the first stepping stone in the artist's journey. The two drawing fundamentals phases teach skills which are crucial regardless of intended specialization. Despite the linear nature of the graphic, you should expect to **revisit the fundamentals quite frequently** throughout your journey.

Like many other skills, learning to draw and paint requires **intensive practice and repetition**, and skills you develop in these fundamental phases will fade if not maintained. After the fundamentals portion of the training, you will have the tools necessary to excel in the drawing portion of the program. As such, the path opens more, allowing you to tackle these courses in whatever order that you like.



WATT'S ATELIER
- OF THE ARTS -

Learning Paths

Apprentice
Year 2 of Program

Fundamentals

Drawing

Painting

Master-Class

We have maintained the classical idea of art education in the form of an **Atelier**—a French word meaning “studio.” In other words, at Watts Atelier **we treat art how it should be treated: as a craft.**

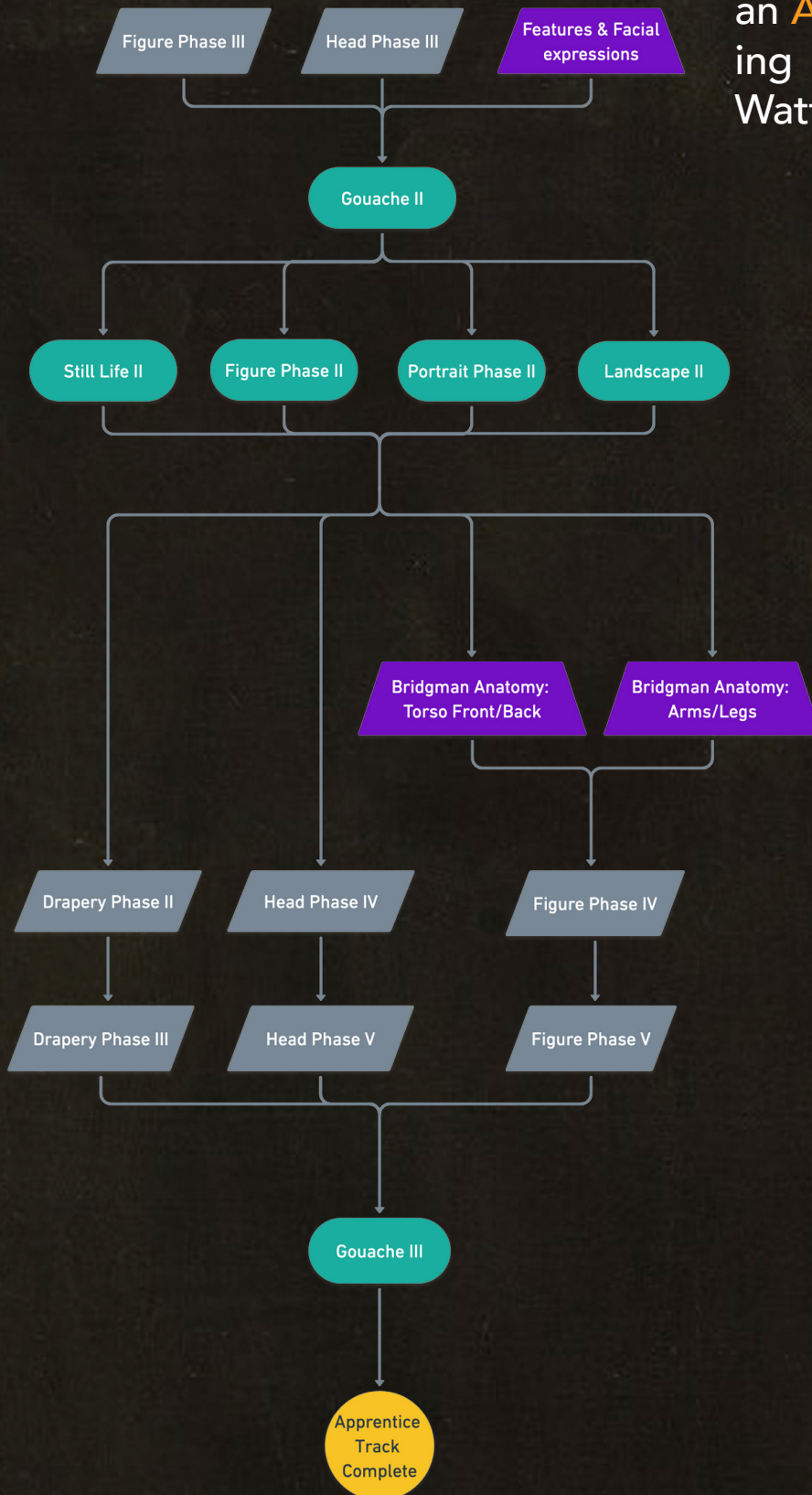
Continuing with the second year of the program, you will embark on **core painting, specialized anatomy skills and rendering** the head, figure and drapery in graphite and charcoal.

Every artist on the path to mastery will encounter burnout. The hours of repetitious study and internalizing the vast array of terms, skills, techniques and information which you will encounter in the program is no easy task. **The best way to counteract the effects of burn-out is to draw things that interest you.** As you continue to work through the program, revisiting the Sketchbooking Phase and keeping your own personal sketchbook is vitally important

Keep in mind that courses that are in the same row can be taken in any order. It is up to your own interest on what you want to take first.

By the end of this year, you will have developed an **advanced skill set and repertoire** necessary to be a skilled artist.

At this time, you may decide to start taking on commission work, or seek a job for a more specialized role in a field that interests you. This is where you can start exploring our more specialized classes (see last page).



WATTS ATELIER
– OF THE ARTS –

Learning Paths

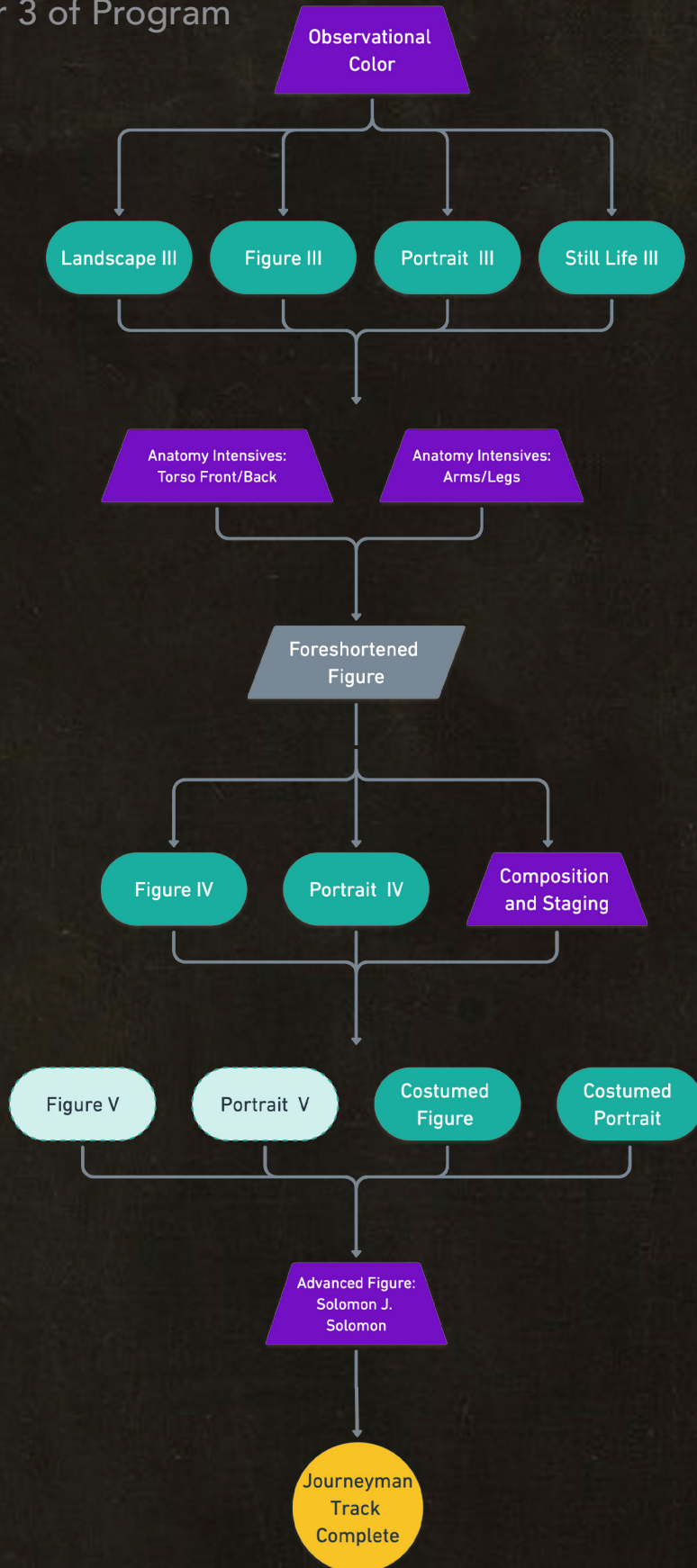
Journeyman
Year 3 of Program

Fundamentals

Drawing

Painting

Master-Class



As you progress into the **final stages of the main program**, you will reinforce your fundamental skills through **advanced exercises** and deeper knowledge.

After continued refinement of your painting skills in the beginning part of this section, **you'll move into deeper knowledge of anatomy** through a series of intensive classes and our most advanced figure drawing class: Foreshortened Figure Drawing.

As you progress through and work on these courses, **it's recommended to supplement with more masterclasses** that are specific to your interest (next page). That could be character design, illustration, fine art narrative painting or inking to name a few.

In this section of our learning path, **it's time to start your portfolio development in earnest**. This means digging into your specialized areas of interest. Your practice will start to shift from pure academic study to advanced study thorough portfolio development.

Your academic training up to this point has given you the ability to understand the visual language. Now you need to develop **your own way** of doing things using these tools that you've learned.

As you refine your specialized skills outside of our program, you should be conscious of **continued study using the training mediums you've explored**: graphite, charcoal, oil and gouache. These will maintain the foundation you've developed and aid continued growth for your life as an artist.

WATTS ATELIER
— OF THE ARTS —

Learning Paths

Continued Learning Masterclasses

Fundamentals

Drawing

Painting

Master-Class

Developing the portfolio through advanced classes will be your next stage of learning with Watts.

The Masterclasses shown here are our advanced courses. You can take these whenever you want, but **to really get the most out of them**, an extremely solid fundamental foundation is required.

These are the courses that most easily translate into **portfolio development** for industries that you're interested in.

Of course, a large repertoire of foundational portrait, figure, landscape and still life work is extremely impressive. However, to get the jobs that you might want (if your goal is working professional) then you'll need to **tailor your learning and portfolio towards your goals**.

When it comes to doing your own fine art paintings and drawings for a gallery, **much of the foundational fundamental training that we do here goes hand in hand with that**. However, for more complex illustration, concept design and other things you may want to explore more learning options specific to these fields. Design in itself is a specific career path. Especially when it comes to modern day industries and working with technology, there is a lot to learn. The fundamentals that you will have learned with Watts will allow you to much more fully explore that area.

How the Masterclasses are best used

These classes will do best by being used alongside your core classes. Of course, throughout the program you see there are specific masterclasses dropped in. Some masterclasses are a little more fundamental in nature, while others are more advanced. We have placed the more fundamental based classes in the general learning path of the main program and **separated out the more advanced ones (that you see above)**.

So, as you work through the program, be conscious and aware of your goals. When it feels like it's time for you to start exploring more advanced concepts, or you want to start using your skills that you've developed for more complex projects, then incorporate a masterclass into your schedule and training regimen.

Creating
Environments

Inking I

Studio Landscape:
Structures

Inking II

Character Design

Inking III

Illustration:
Fantasy Scene

Studio Still Life w/
Meadow

Dragon Design

Painting Mood &
Atmosphere in
Gouache

Essentials of Tech

Illustration: Painted
Comic Cover

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- OF THE ARTS -