



DIGITAL ART / DESIGN

curriculum for kids ages 9-13

1st YEAR

Fundamentals of Drawing

Learn the elements and principles of Art. Overview of different mediums and techniques. Work under direct observation in a shared Art studio. Use professional art equipment.

Digital Graphics - Basics

Work with a graphics tablet. Explore different techniques and specifics. Translate visual art samples to digital form. Overview of digital art software.

Design Theory

Learn fundamental laws of design. Explore composition and color basics. Become familiarized with the most popular design styles. Analyze and apply color concepts to a personal work of art.

3rd YEAR

Drawing - Advanced

Work with human form. Improve realism of drawing. Create a unique masterpiece from scratch. Explore stylized design. Create overall story in image.

Game Design

Learn the fundamentals of concept art. Use traditional materials and digital means to create a fantasy world and characters. Explore history realism and develop character personality. Build up your portfolio as a professional game artist by creating a sketchbook of your own designs.

History of Art - Advanced

Introduction to Modern Art and a place of Digital Art in modern world. Explore Art and Design professions and the required skills. Apply personal art skills to real projects.

2nd YEAR

Drawing - Intermediate

Explore advanced art techniques and approaches. Work with still-life objects and environmental design. Create drawings using dry mediums.

Digital Graphics - Advanced

Work with Adobe Photoshop, professional design software. Learn advanced topics and techniques of drawing with a graphics tablet. Create a digital masterpiece from scratch.

History of Art - Basics

Recognize fundamental styles and artists. Learn art traditions and concepts. Explore history of world art in the context of improving personal drawing skills.



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