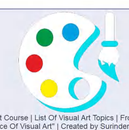

| Visual Art Course | List Of Visual Art Topics | From The Book "Science Of Visual Art" | Created by Surinder Shanker Anand | www.ShankyStudio.com | /Desktop/OneDrive/Science Of Visual Art New |

03-10-2024

- Learning (www.ShankyStudio.com)
  - Artistic Talent - Harder To Learn
    - Aptitude
      - Creativity
      - Visual Imagination
      - Aesthetic Sense
      - Emotional Sensitivity
      - Memory
    - Abilities - Takes Time To Develop
      - Acute Observation
      - Manual Dexterity
      - Patience & Perseverance
      - Critical Thinking / R&D
      - Adaptability
      - Extended Sitting
    - Skills - Easiest To Learn
      - Fundamentals Of Visual Art
        - Methodology
        - Composition
        - Design Principles
        - Measurement
        - Elements Of Visual Art
  - Artistic Mind
    - Qualities
      - Practice
      - Follow Methodology
      - Playful
      - Active (Visual Glare)
      - Active Right Hemisphere
      - Native To Fine Art
      - Quick Swimpletivity
      - Freelore Mindset
      - Rapid Synaptic Firing
      - Eagerness To Explore
      - Not Worried About The Outcome
      - Out Of The Box Thinking
    - Functioning
      - Acute Visual Perceptual Observation
        - Deconstruct Using
          - Fundamentals Of Visual Art
      - Meta Perception
        - Add Creative & Aesthetic Response
      - Creative Transformation
        - Reconstruct Using
          - Methodology
          - Medium
          - Fundamentals Of Visual Art
          - Unique Personalized Style
  - Artistic Tips For Artists
    - Rigel, The Drive Of Purpose
      - What You Love
      - What You Are Good At
      - What You Can Be Paid For
      - What World Needs
    - SE: Art Of Organization
      - Sort
      - Set In Order
      - Shine
      - Standardization
      - Sustain
    - Kaizen: Incremental Progress
    - Zen: Mindfulness In Creation
    - Wabi-sabi: Embracing Imperfection
    - Shu Shin: The Beginner's Mind
  - Memorize Techniques
    - Practice
      - Forgetting Curve & Retention Stage
        - 20 Minutes - 58%
        - 1 Hours - 44%
        - 9 Hours - 36%
        - 1 Day - 34%
        - 2 Days - 28%
        - 6 Days - 25%
        - 31 Days - 21%
      - Repetition For Retention
        - 5 Minutes - First Exposure
        - Repeat After 15 Minutes
        - 1 Day (24 Hours)
        - 3 Day (36 Hours)
        - 7 Day
        - 1 Month
        - Every 3 Months
    - Teach
    - Mnemonics
    - Association
    - Visualization
    - Mind Map
    - Visual Aids
    - Chunking
    - Spatial Memory
    - Story Telling
  - Duration
    - Participants
      - Practice
      - Follow Methodology
      - Prior Experience
      - Art Form Complexity
      - Frequency of Practice
      - Quality of Instruction
      - Passion & Motivation
      - Learning Style
      - Artistic Goals
      - Resource Availability
      - Feedback & Critique
      - Artistic Sensitivity
      - Openness To Experimentation
      - Patience & Perseverance
      - Age of Learner
      - Cultural Exposure
      - Technology Utilization
      - Collaboration
      - Health and Well-being
      - Avoid Procrastination & Procrastination
    - Delivery
      - One To One Teaching
        - Personal Engagement
        - Tailored Courses
        - Flexible Delivery
        - Flexible Timing
        - Creative Focus
      - Methodology
    - Teacher
      - Passion For Art
      - Passion For Teaching
      - Course Design & Delivery
      - Strong Artistic Skills
      - Creativity
      - Patience
      - Effective Communication
      - Adaptability And Flexibility
      - Organization
      - Critique And Feedback Skills
      - Inspiration
      - Empathy
      - Encouragement
      - Continual Learning
      - Supportive Relationship
      - Minimum Spoon-feeding
      - Scope Of The Course
    - Duration
      - Scope
        - Traditional
          - Time - 1000 Hours
            - Class Room - 250 Hours
            - Home Assignments - 750 Hours
          - Duration - 8 to 12 Months
        - Digital
          - Time - 1000 Hours
            - Class Room - 250 Hours
            - Home Assignments - 750 Hours
          - Duration - 8 to 12 Months
        - Advance Human Anatomy
          - Time - 1000 Hours
            - Class Room - 250 Hours
            - Home Assignments - 750 Hours
          - Duration - 8 to 12 Months
  - Course Design & Delivery Methodology
    - Course Design
      - AIARF Cycle
        - Engage - Meaning
        - Share - Concepts
        - Practice - Skills
        - Perform - Adaptation
      - SMART/TOR Topics
        - Specific
        - Measurable
        - Achievable
        - Relevant
        - Timely
        - Evaluate
        - Re-Adjust
      - Minimize Learning Curve
        - Structured Learning
        - Semi Structured Learning
        - Unstructured Learning
      - Depth Of Topic
        - See
        - Usage
        - Manufacture
    - Course Delivery
      - TC Learning Methodology
        - Deep (4 Hours)
          - Commence
          - Concept
          - Create
        - Home Assignments (4/8 Hours)
          - Create Again
          - Change
          - Consult
          - Correct
      - Jothari Windows
        - Ask
        - Tell
        - Shared Discovery
        - Feedback
        - Self Disclosure
        - Self Discovery

- Visual Art Portfolio (www.ShankyStudio.com)
  - Artist
    - Self Improvement
      - Hobbyist Artists
      - Beginner Artists
      - Intermediate Artists
      - Art Teachers
    - Objective
      - Joy Of Creation
      - Tend Limit Awareness
      - Cognitive Development
      - Expression
      - Aesthetic Appreciation
      - To Stay Busy
      - Therapeutic
      - Source Of Earning
      - Career
        - UI Designer
        - Animator For Advertisement & Games
        - Visual Effects Artist
        - 3D Modeler
        - Graphic Designer
        - DPP
        - Art Teacher
        - Merchandise Designer
        - Caricature & Portrait Artists
        - Comic Book & Illustrator
        - Wall Painter & Muralist
        - Sculptor
        - Freelance Artist
        - Paintings & Craftwork Items
  - Audience Expectations
    - Control
    - Technically Correct
    - Affordable
  - Reference
    - Direct Perception
      - Images
      - Live
    - Memory
    - Imagination
    - Hybrid
  - Topics
    - Still Life
      - Bowl, Glass, Cup, Plate, Bottle, Jug, Water Tap, Table, Table Cloth, Table Lamp, Table Mat, Table Cover, Chair, Wall, Pencil, Brush, Flowers, Bulb, Vase, Leaves | Donut, Ginger, Pear, Mushroom, Pumpkin, Banana
    - Land, Sea & City Scape
      - Sky, Clouds, Grass, Hills, Houses, Fence, Buildings, Building Exterior & Interior, Road, Human Figure, Car, Bridge, Tree, Trees, Mountains, Lake, River, Sea, Rocks, Beach, Boat, Palm Trees, Lighthouse ...
    - Abstract
    - Drapery
    - Patterns
    - Traditional Art
    - Photography
    - Crafters
    - Sculpturing
    - Human Anatomy
      - Portrait
      - Fashion Figs
      - Advance Human Anatomy
  - Medums
    - Traditional
      - Dry
        - Graphite
        - Charcoal
        - Soft Pastels
        - Colored Pencils
      - Wet
        - Oil
        - Acrylic
        - Watercolor
    - Advance Digital
      - Raster Image / Adobe Photoshop
      - Vector Graphics / Adobe Illustrator
      - Video Audio / Adobe Premier
      - Video Effects / Adobe Aftereffects
      - Sculpturing / ZBrush
      - 3D Modeling & Animation / 3Ds Max Or Maya
    - Mixed Media

- Fundamentals Of Visual Art (www.ShankyStudio.com)
  - Elements Of Art
    - 2D
      - Dot & Line
      - Shapes
    - 3D
      - Space
      - Forms
      - Value Palette
      - Color Palette
        - Medium
          - Dry
            - Graphite
            - Charcoal
            - Soft Pastels
            - Colored Pencils
          - Wet
            - Oil
            - Acrylic
            - Watercolor
          - Digital
          - Mixed Medium
      - Texture
  - Design Principles (Focus On Story)
    - Gestalt Law Of Grouping
      - Similarity
      - Proximity
      - Continuity
      - Closure
      - Common Fate
      - Good Form
      - Figure Ground
    - Principles (Focus On Story)
      - Balance
      - Contrast
      - Dominance / Focus
      - Harmony
      - Rhythm
      - Movement
      - Pattern
      - Repetition
      - Proportions
      - Space
      - Unity
      - Variety
      - Originality
  - Composition (Aesthetic Arrangement Of Objects)
    - Balance
    - Color Scheme
    - Continuation
    - Contrast
    - Diagonal Lines
    - Emphasis
    - Framing
    - Golden Ratio 62.40
    - Golden Triangle
    - Layers
    - Leading Lines
    - Left To Right
    - Minimalistic
    - Plato's Ross
    - Point Of View
    - Repeat & Pattern
    - Rule of Odds
    - Rules of Third
    - Similarity
    - Small Objects In Front
    - Moving Object & Space
    - Foreground & Background Line
    - Break All Rules
  - Measurement
    - Dots
    - Lines
    - Shapes
    - Size
    - Angle
    - Positive Or Axis
    - Perspective
    - Height & Width
    - Envelope
    - Sight Size
    - Standard Proportions
    - Relative Proportions
    - Positive & Negative Space
    - Grid Or Triangulation
    - Composition
    - Thumbnail
    - Render
      - Forms
      - Weathers & Contours
      - Posterization
      - Value Pallets
      - Color Pallets
  - Methodology
    - Plan
    - Draw
    - Render
    - Improve

- Visual Art Methodology (PDR/I) (www.ShankyStudio.com) / Integration of Fundamental Of Visual Art
  - Methodology
    - Apply
      - Composition
      - Design Principles
      - Elements Of Visual Art
      - Measurement
    - What Is Methodology
      - Principles & Philosophies
      - Best Practices
      - Process
      - Tools & Templates
      - Quality Assurance Check List
      - Compliance & Standards
      - Education & Training
      - Continuous Improvement
    - Benefits
      - Memorize
      - System Approach
      - Consistency
      - Efficiency
      - Repeatability
      - Objectivity
      - Problem Solving
      - Quality Assurance
      - Risk Management
      - Project Management
      - Innovation
      - Continuous Improvement
    - PDR
      - Plan
      - Draw
      - Render
      - Improve
    - Best Practices
      - Enjoy The Process
      - Avoid Competition
      - Accept Accidents
        - Happy
        - Serendipity
        - Mistake & Correction
        - Unintended Effect
        - Artistic Techniques
        - Mixed Media
      - Linear Progression Of Phases
        - Plan
          - Don't Ignore
          - Spend Sufficient Time
        - Draw
        - Render
        - Improve
      - Exploration & Experimentation
    - Mist
      - Numerous Steps Overlap With Each Other, And Several Steps Are Iterative, Forming Loops.
      - Doing The Learning Stage, Steps, Or Phases Simultaneously On The Surface. However, As Experience Grows, An Artist Can Execute Steps Or Phases Concurrently, Processing Them Mentally With Ease.
      - While Replicating The Reference, Analyze & Minimize The Subject.
  - Plan
    - Creativity (BL)
      - Inception, The Seed
        - Trigger
          - Emotion & Feeling
          - Personal Experience
          - Observation
          - Social & Political Issues
          - Artistic Techniques & Experiments
          - Other's Artwork
          - Dream & Imagination
          - Music & Literature
          - Spirituality & Philosophy
          - Personal Challenges & Growth
      - Incubation, Seed Germination
        - Content Quality
          - Technical Skills
          - Creativity & Originality
          - Composition & Design Principles
          - Value & Color
          - Emotional Impact
          - Subject Matter Expert & Theme
          - Contextual Relevance
          - Presentation & Craftmanship
          - Innovation
          - Audience Engagement
          - Artistic Intent
          - History & Culture
          - Ideation & Abstraction Balance
      - Illumination, Seedling Emergence
      - Incubation, Nurturing Plant
      - Implement, Flowering - Drawing & Rendering Phase
      - Improve - After Rendering / Last Phase
    - Research
      - Focus On Final Objective
        - Study
        - Source Of Earning
        - Communication
        - Self Help
          - Enjoy
          - Stay Busy
          - Therapeutic
          - Expression
      - Observation Using Fundamentals Of Art
        - Learn While Replication
        - Memorize
      - Subject Knowledge
      - Reference
        - Reference
          - From Life
            - Live
            - Image
          - Memory
          - Imagination (Micky Mouse Net - 6700BE Or IHR)
          - Hybrid
        - Quality
          - High Resolution
          - Depth / Layers
          - Contrast
          - Multiple Reference Images With Same Point Of View
          - Choose Best Keyframe
        - Five Reference Images A3 Print
          - Colored
          - Black & White
          - With Grid & 10 Levels Of Posterization
            - Colored For Color Matching
            - Black & White For Line Drawing
            - Black & White For Value Analysis
          - Same POV For Multiple Images
          - Same Light & Shadow For Multiple Images
        - Digital Operations On Images
          - Crop & Compose
          - Enhance
          - Contouring
          - Posterization
          - Black & White
          - Color Palette
          - Grid
          - Breakdown Shapes & Forms
      - Thumbnail
        - Objective
        - Emphasis
        - Layers
        - Point Of View
        - Place Objects
        - Add Perspective
        - Sketching
        - Improve What If From 3 To 20 Thumbnails
        - Shortlist
        - Rendering
      - Plan Post-Implementation
        - Medums
        - Art Supplies
        - Project Planning
        - Logistics
      - Start Drawing
  - Draw 2D
    - Tools
      - Pencil
        - Sharpened Pencil
        - Line Drawing Confidence
        - Draw Using Shoulder
        - Overhead Pencil Grip
        - Draw Gently
        - Ghost Drawing
        - Warmup
      - Use Easel
        - Ergonomics
        - Stability
        - Hand Free Working
        - Control Of Perspective
        - Versatility
        - Organization
        - Productivity
        - Display
        - Drawing From Shoulder
    - Decorators
      - Prevent Touching The Surface
    - Layers
      - Select A Layer
      - Identify An Object Or Section Of An Object
      - From External To Internal
    - Perspective
      - Define Line Of Horizon & POV
      - Define Vanishing Points
      - Apply Perspective
    - Envelope
      - Define Height & Width
      - Define Broad Shape
      - Placement Of Envelope On Surface
    - Line & Shapes
      - From Macro To Micro
      - Draw Horizontal & Vertical Lines
      - Draw Diagonal Lines
      - Draw Parallel Lines
      - Draw Shapes
      - Create 2D Schematic Geometrical Structure
      - X-ray Or Glass Vision
      - Follow Iterative Process
      - Avoid Eraser
      - Acute Measurement
      - Interdependency
      - Systematical Objects
      - Organic & Irregular Objects
    - Drawing
      - Unify Shapes
      - Corners To Curves
      - Proliferate Shapes For Shading
    - Floating Touch
      - Cleanup Guidelines
      - Improve Edges
      - Reduce Line Darkness
    - Self Evaluation
      - Use Methodology
      - Use Easel
      - Use Scotopic Vision
      - Reverse Clicked Picture
      - Step Away From Artwork
      - Evaluate Negative Spaces
      - Cross Check Shapes & Forms
      - Match Colors
      - Map Using Software
      - Peer Feedback
    - Start Rendering
  - Render 3D
    - Layer
      - Avoid Drawing
      - Select A Layer
      - Identify An Object Or Art Area
    - Forms
      - Identify 3D Forms
      - Draw Wireframe
      - Identify Planes
      - Analyze Light & Shadow
    - Color & Value
      - Posterize Image
      - Monochromatic Color - 9 Colors
      - Avoid Direct Colors From Tubes, Mix & Match
      - Mix & Match Colors (Value To Hue)
        - Define Middle Value Or Color First
        - Have Odd Number Of Palette Colors
      - Define Color Palette
      - Define Value Palette
      - Vertical Color Band
        - Top
        - Middle
        - Bottom
    - Render Layers
      - Form Shadow
        - Lean
        - Base
        - Volume
        - Texture
      - Cast Shadows
      - Atmospheric Space
      - Brush Strokes
        - Different Brushes
        - Different Sides
        - Minimal Strokes
        - Visible Strokes
        - Apply Minimal Color
      - Gradation Dynamism & Its Direction
      - Unify Forms
    - Finishing Touch
      - Highlights & Shadows
      - First Details
      - Edges & Borders
      - Contrast
      - Color Balance
      - Design Principles
      - Overall Aesthetics
      - Consistency
      - Review After A Break
      - Final Evaluation
      - Don't Overdo
    - Process
      - Apply Varnish / Fixative
      - Photographic Hot Lamination
      - Glass / Acrylic Frame
      - Precaution
        - Dust
        - Humidity
        - UV Rays
        - Temperature
        - Pests, Termite & Fungi
        - Pollution
        - Cleaning
        - Acid Reaction
        - Transportation
        - Human Touch
    - Start Improvement
  - Improve
    - Share
      - Communication
      - Inspiration
      - Validation
      - Impact
      - Legacy
      - Connection
      - Sale
        - Price
        - Quality
        - Brand
        - Seasonality
        - Target Audience
        - Topic
        - Presentation
        - Size
        - Local Market
        - Completion
        - Digital Marketing
    - Feedback & Improve
      - Strengthen Foundation Skills
      - Critical Study
      - Personal Development
      - Continuous Learning
      - Well-being & Mindfulness
      - Evolve Signature Style

- Advance Human Anatomy (www.ShankyStudio.com)
  - Human Anatomy
    - Portrait
      - Skull & Muscles
      - Eyes
      - Nose
      - Lips
      - Ear
      - Hair
      - Face Profile
      - Skin Texture
      - Relative Placements
        - 5,3,7 Grid
    - Body
      - Torso
      - Arms
      - Hands
      - Legs
      - Feet
    - Ethnicity
      - Bone Structure
      - Skin Complexion & Texture
      - Muscles
      - Expression
    - Age
      - Kid
      - Teenage
      - Adult
      - Old
    - Gender
      - Male
      - Female
    - Type
      - Reef
      - Cartoon
      - Caricature
    - Cranium Body Proportions
      - Torso - 5.5
      - Torso width - 2.5
      - Legs - 6, Overlapped With Torso
      - Arms - 4.5
      - Face - 1.5
    - Study
      - Proud
      - Shelly
      - Pose Tool
      - 3D Anatomy For The Artists
      - Practice
        - Trace Skeleton
        - Trace Muscles & Fiber's
        - Wrap Muscles Around Skeleton
  - Layers
    - Skeleton
      - Basic Structure
      - Joints
    - Muscle
      - Origin & Insertion
      - Form
        - Flexed
        - Relaxed
      - Layers
      - Skeletal Underneath
      - Nerves, Tendon, Ligament & Fat
      - Fiber Direction
        - Convergent – Pectoralis Major
        - Parallel – Rectus Abdominis
        - Bipennate – Rectus Femoris
        - Unipennate – Extensor Digitorum
        - Multipennate – Deltoid
        - Fusiform – Biceps Brachii
        - Circular – Orbicularis Oris
    - Skin Texture
      - Top Skin Layer
        - Texture
        - Wrinkles
        - Skin Pores
        - Hair
        - Sweat
        - Oil
        - Pigmentation
        - Blemishes, Acne & Black Heads
        - Mole
        - Scar
        - Aging
        - Body Part
        - External Environment
        - Rashes
        - Bumps
        - Lines
        - Pore
      - Muscle & Bones Underneath
        - Skeleton
        - Fat, Tendons & Ligaments
        - Muscle Layers
        - Nerves
  - Dynamics
    - View 360 Degree Rotation
      - Front
      - Back
      - Side
        - Left
        - Right
      - Three Quarter
      - Top
      - Bottom
    - Movement
      - Joints
        - Ball & Socket : Hip& Shoulder
        - Hinge : Elbow, Knee, Finger & Toe
        - Saddle : Thumb
        - Pivot : Neck & Elbow
        - Gliding / Plane : Wrist & Ankle
        - Condyloid / Ellipsoidal : Wrist, Palm
        - Amphiarthroses - Spine Vertebral Discs
      - Movement
        - Pivot
        - Direction
        - Extend
        - Muscles & Skin Stretch
        - Contra-pose
    - Action Study
      - Point
      - Dance
      - Fight
      - Walk
      - Sports
      - Accident
    - Animation Sequence
      - Sequence
        - Follow Through / Residual Energy
        - Anticipation
        - Gather Energy
        - Primary Action
        - Recovery
        - Secondary Action
    - Best Practices
      - Easing In & Out
      - Overlapping Actions
      - Statics
        - Centre Of Gravity
        - Centre Of Support
      - Time & Space
      - Exaggeration
        - Point Of View
        - Movement
        - Perspective
        - Foreshortening
      - Arcs
      - Line Of Action
      - Squash & Stretch
      - Use Cubes To Rotate
  - Drapery

- Drapery (www.ShankyStudio.com)
  - Cloth Property
    - Stiff
    - Reflective
    - Surface
    - Transparent Or Opaque
    - Elasticity
    - Weight
    - Folds
    - Texture
    - Breathability
  - Body Movement
    - Twist
    - Rotate
    - Movement
    - Extension
    - Bending
    - Stretching
    - Compression
    - Draping
    - Folds
  - Types Of Folds
    - Pipe
    - Drop
    - Drape
    - Spiral
    - Half Lock
    - Zigzag
    - Inert Folds
  - Rules
    - Gravity
    - Stiffness
    - Point Of Supports
    - Point Of Tension
    - Flow
    - Form Underneath
    - Tight Dress
    - Loose Dress
    - Wet Cloth
      - Heavy
      - Drops Underneath Forms
      - Transparent
    - Wind
    - Pinch & Stretch
    - Kinetic & Potential Energy
    - Overlapped Layers
    - Forms
      - Triangle
      - Cone
      - Cylinder
    - Hard & Soft Edges
    - Similar To Folds
      - Wrinkles
      - Hills & Dunes
      - Flat
      - Metal

- Water (www.ShankyStudio.com)
  - Distance
    - Travel
      - Small Waves
      - Dark Color
      - Opaque
    - Middle
    - Near
      - Shallow Waves In Front
      - More Activity On The Beach
      - Light Color
      - Transparent
      - Big Waves
  - Depth
    - Bottom
      - Objects
    - Middle
      - Objects
      - Local Color
    - Surface
      - Dynamics
        - Water
          - Fluidity
          - Viscosity
          - Temperature
          - Density
          - Pressure
          - Impurities
        - External Factors
          - Wind & Fetch
          - Gravity
          - Seismic
          - Tidal - Sun & Moon
          - Pressure Change
          - Human
          - Depth & Water Body Topography
          - Temperature
          - Earth Rotation
          - Objectives
  - Waves & Ripples
    - Equilibrium Position
    - Crest & Trough
    - Length From Crest To Crest Or Trough To Trough
    - Amplitude, Distance From Equilibrium To Crest Or Trough
    - Vertical Distance Of Disturbance
    - Cycle Repetition From Time Perspective
    - Cone Or Pyramid Form
    - Foam
    - Droplets
  - Objects Reflection
    - POV
    - Angle Of View
    - Mirror Image
    - Wave Distortion
    - Source Of Light
    - Muted Color & Value
    - Atmospheric Overtone
    - Less Details
    - Perspective
    - Overlap
    - Local Color
    - Density - Less Ripple
    - Tilt
      - Forward : Longer Reflection
      - Backward : Shorter Reflection
      - 90 Degree : Same Size Reflection

- 2D (www.ShankyStudio.com)
  - Dot & Line
    - Formation
      - Moving Dot
      - Start & End Point
      - Movement of Dot Along A Line / Curve
    - Variations
      - Type
        - Horizontal
        - Vertical
        - Diagonal
        - Curves
          - C Curve
          - S Curve
        - Concentric Circles
      - Zigzag
      - Glyphs
        - Alphabetic
        - Numeric
        - Symbol i.e. Special Characters
        - Social, Cultural, & Historical
      - Strength
        - Dark / Light
          - Light To Dark - Leading
          - Dark To Light - Takeoff
        - Thick / Thin
          - Thin To Thick - Leading
          - Thick To Thin - Takeoff
      - Direction
        - Left To Right
        - Right To Left
        - Top To Bottom
        - Bottom To Top
      - Angle
        - Parallel
        - Angle & Converging
      - Tool / Medium Variation
      - Hybrid
  - Shapes
    - Formation
      - Enclosed Line
    - Basic Types
      - Quadrilateral
        - Square
        - Rectangle
        - Rhombus
        - Parallelogram
        - Trapezoid
        - Kite
      - Circle
        - Ellipse
        - Organic Circles
      - Triangle
        - Sides
          - Equilateral : Equal Three Sides
          - Isosceles : Different 2 Sides
          - Scalene : Different 3 Sides
        - Angles
          - Acute
          - Right
          - Obtuse
        - Shifts
          - Alphabetic
          - Numeric
          - Symbol i.e. Special Characters
          - Social, Cultural, & Historical
      - Advance Hybrid
    - Duplication
      - Line
      - Angle
      - Curve
      - Size & Proportions

- 3D (www.ShankyStudio.com)
  - Space
    - Atmospheric
      - Colour
        - Cool Background
        - Warm Foreground
        - Bright Horizon Gradient
        - More Distinct Colours
        - More Hue For Foreground
      - Contrast In Foreground
      - Foreground Objects Positioned Away From the Horizon Line
      - More Details In Foreground
      - Background Objects Overlap Behind Foreground
      - Foreground Objects Appear Larger In Size
      - Multiple Layer
      - Horizontal Line
      - Edge
        - Hard : Thick & Dark For Foreground Objects
        - Soft : Thin & Light For Background Objects
        - Lost : Same Color/Value For Background & Foreground
    - Perspective
      - Concept
        - Planes
        - Horizon Line
          - True
          - False
        - Vanishing Points
          - Oblique
          - Vertical
          - Multiple
        - Converging Lines
        - Parallel Lines
        - Foreshortening
        - Scale
          - Normal
          - Upward
          - Downwards
    - Types
      - One Point
        - Exaggerated Objects
      - Two Point
      - Three Point
      - Multiple
    - Views
      - Birds
      - Eye Level
      - Ant
      - 360 Degree
    - Orthographic - With No Perspective
  - Forms
    - Basic
      - Cubes
      - Spheres
      - Cone
      - Cylinder
      - Advance Hybrid
    - Modifier
      - Scale
      - Rotate
      - Position
      - Perspective
      - Combine
      - Cut
      - Trims
      - Bend
      - Bend
      - Taper
      - Sculpt
        - Additive
        - Subtractive
      - Consensus / Place
      - Pull
      - Twist
      - Extrude
      - Poly Count
      - Strap
      - Inflate
      - Distort
      - Advance Hybrid
    - Form Analysis
      - Surface Contouring
      - 3D Wireframe
      - Planes
      - Angle Of Planes
      - Surface Quality
        - Glossy
        - Matte
        - Textured
        - Translucent
        - Transparent
        - Specular
        - Opaque
        - Luminescent
        - Value / Color
          - Hue
          - Tone
          - Shade
          - Tint
          - Saturation / Chroma
          - Values
          - Temperature
      - Light
        - Source Type
        - Size
        - Angle / Direction
        - Distance
        - Luminosity
        - Temperature
        - Medium
        - Diffused / Focused
        - Reflectivity
        - Incident
        - Reflected
        - Absorption
        - Transmission
    - Form & Light Interaction
      - Bright Family
        - Reflective / White
        - Highlight / Very Light
        - Front Shadow / Light To Midtone
      - Terminator Dark + Light
      - Dark Family
        - Core / Very Dark
        - Reflected / Light
        - Cast Shadow
          - Occlusion / Black : Meeting Point If 2 Forms
          - Umbra / Very Dark
          - Penumbra / Dark
          - Antumbra / Midtone
  - Value Palette
    - Values
      - Black
      - Very Black
      - Dark
      - Mid Tone
      - Light
      - Very Light
      - White
    - Color Value Darkness
      - Black : 100%
      - Blue : 90%
      - Violet : 75%
      - Red : 50%
      - Green : 42%
      - Orange 47%
      - Yellow 71%
      - White : 0%
  - Color Palette
    - Minimum Colors In Palette
      - 3 Cool Primaries
      - 3 Warm Primaries
      - Best Teams PR152
      - White
      - Black
    - 12 Colors Wheel
      - Set Primaries
        - RYB Warm
          - Cadmium Red / Vermilion PR106
          - Hansings Hue PY35 / PR254 / Permanents Orange PO62
          - Cobalt Blue PB28 / French Ultramarine Blue PB29
        - CMY Cool
          - Prussian Blue PB27 / Cerulean Blue PB36
          - Alizarin / Crimson Lake PR23
          - Lemon Yellow PY3
      - Three Secondary Colors
        - CMY
          - Bright Green
          - Bright Purple
          - Pale Orange
        - RYB
          - Sap Green
          - Dull Dark Purple
          - Bright Orange
      - Six Tertiary Colors
        - Red Orange
        - Yellow Orange
        - Yellow Green
        - Blue Green
        - Blue Violet
        - Red Violet
    - Variation & Expansion Of Palette
      - Hue
      - Tint : Add White
      - Shade : Add Black
      - Tone
        - Add Gray
        - Mix Opposite Colors
    - Temperature
      - Warm
        - Red
        - Orange
        - Yellow
      - Cool
        - Blue
        - Green
        - Purple
    - Shadows
      - Warm
        - Burnt Sienna + Ultramarine Blue
        - Raw Umber + Cadmium Red
        - Alizarin Crimson + Burnt Umber
        - Grey Brown : Prussian Blue + Burnt Sienna
        - Red Violet : Cobalt Blue + Crimson Red
      - Cool
        - Ultramarine Blue + Burnt Sienna
        - Cobalt Blue + Payne's Gray
        - Phthalo Blue + Dioxazine Purple
        - Taupe : Gamboge Yellow + Rose + Ultramarine Blue
        - Purple : Yellow + Purple
        - Blue Grey : Prussian Blue + Vermilion Red
    - Schemes
      - Monochromatic
      - Analogous (VIBGYOR)
      - Complementary
      - Split Complementary
      - Triadic
      - Square
      - Rectangle
      - Hybrid
    - Mediums
      - Traditional
        - Dry
          - Graphite
          - Charcoal
          - Soft Pastels
          - Colored Pencils
          - Crayons
        - Wet
          - Oil
          - Acrylic
          - Watercolor
          - Gouache
          - Fabric
          - Alcohol Ink
          - Markers
      - Digital Tools
        - Raster Image / Adobe Photoshop
        - Vector Graphics / Adobe Illustrator
        - Video Audio / Adobe Premier
        - Video Effects / Adobe Aftereffects
        - Sculpturing / ZBrush
        - 3D Modeling & Animation / Max Or Maya
      - Mixed Media
      - Layer Approach
        - Dark To Light
        - Light To Dark
        - Parallel
      - Opaque VS Transparent
        - Opaque
          - Charcoal, Soft Pastels, Crayons, Gouache, Fabric Paint
        - Opaque To Transparent
          - Oil Color
        - Semi Opaque To Transparent
          - Graphite, Colored Pencils, Acrylic, Markers
        - Transparent
          - Watercolor, Alcohol Ink ...
        - Matte
          - Acrylic, Watercolor, Fabric
        - Wax
          - Acrylic, Fabric
    - Color Mix & Match
      - Create Base Color
      - Match Value
        - To Lighten
          - Add Yellow
          - Add White (Less Desirable, As It Is Irreversible Precision)
        - To Darken, Add
          - Red
          - Blue
          - Burt Sienna
      - Match Color Hue By Adding
        - Red
        - Blue
        - Yellow
        - Burnt Sienna
        - White
    - Colorist Process
      - Process
        - Fat Over Lean
          - Lean Transparent Layer
          - Fine Base Color
          - Volume 3D
          - Texture & Details
        - Alla Prima
          - Prioritization
          - Apply Color
          - Merge The Prioritized Edges
    - Interaction Tool
      - Surface
        - Paper
          - Hot Pressed
          - Cold Pressed
          - Textured
          - Smooth
          - Canvas
      - Color Consistency For Wet Colors
        - Tea : 10%
        - Coffee : 30%
        - Milk : 50%
        - Cream : 70%
        - Butter : 100%
      - Gesso
        - Humid
        - Middle
        - Dry
      - Tools & Techniques
  - Texture
    - Categories
      - Physical
      - Visual
        - Smooth
        - Rough
        - Glossy
        - Matt
        - Fur
        - Self Pattern
    - Texture & Blending Techniques
      - Add Material
        - Alcohol
        - Flour
        - Salt
        - Granulation
        - Dust Of Water Soluble Pencil
      - Marking
        - Marking
        - Color Lifting
        - Masking Tape
        - Masking Liquid
        - Scraping & Sgraffito
        - Stencils
      - Column Brush
        - Plastic Wrap
        - Sea Sponge
        - Napkin
        - Stamping
        - Lines Using Scale
        - Knife Painting
        - Fingers & Hands
        - Texture Using Items
      - Wash
        - Dry On Dry
        - Wet On Wet
        - Dry On Wet
        - Wet On Dry
        - Variegated
        - Glazing : Semi Transparent Layer
        - Splatter
        - Ink & Wash
        - Dry & Tilt
        - Spray
        - Blur
        - Blending
        - Glazing
        - Burnishing
        - Scribing
        - Impasto
        - Homogeneous & Heterogeneous Strokes
        - Circular Strokes
        - Overlapping Or Cross Hatching Or Layering
        - Random Strokes
        - Squish : Slur
        - Stippling Or Tapping
        - Hatching
        - Cross Hatching
        - Rigging
        - Incrusting
        - Smooth Shading
        - Pattern

- Graphite Pencil, Soft Pastels & Colored Pencils (www.ShankyStudio.com)
  - Color Theory Under Fundamentals of Visual Art / Elements Of Art
  - Art Supplies
    - Basic Graphite Art Supplies
      - Pencil
        - Staedtler Mars Lumograph 100EE
        - 2 MM Clutch Mechanical Lead Holder
        - 2 MM 2B Leads
        - 35 MM Clutch Mechanical Lead Holder
        - 5 MM 2B Leads
        - Staedtler 2mm Lead Sharpener
      - Eraser
        - Fluffy Eraser
        - Vinyl Eraser
        - Tombow Mono Zero Round Eraser
        - 1/2 Inch Masking Tape
        - Electric Eraser
      - Blenders
        - Paper Stump Blender
        - Filbert Round Brush 4, 6, 8 & 12 No
        - Ear Buds
        - Soft Tissue Paper
        - Pipe Pastel Soft Knife
      - Surface
        - Bond Sheet
        - Examination Board
        - Clamps
        - Hot pressed Smooth Drawing Sheets
        - Transparent Sheet
      - Fixative
    - Advance Art Supplies
      - Graphite Lead Types
        - Hard 9H - H
        - Firm & Firm F
        - Middle HB
        - Blackness B - 9B
        - Extra Soft - EE
        - Blackness : 2 - 6 B Mid Shade & Powder
      - Pencils
        - 4B, 3B, 2B, HB, F, H, 2H Wood Pencils
        - Mitsubishi Uni 9H-2B Wood Pencil Sharpener
        - Lead Sticks
        - 5.6 MM Lead & Lead Holder
        - 2B, 4B, 6B & 8B Aquarelle Graphite Pencils
        - Compressed Charcoal
      - Surface
        - Canson / Arches / Strathmore 200 - 300 GSM Hot Press A3
        - Drawing Board A3
      - Eraser
        - Sanford Peel Off Magic Rub
        - Inkeditor
        - White Acrylic Pence Uni Extra White Marker
    - Soft Pastels
      - Sennelier Or Schmincke Or Rembrandt Premium Artist Grade Soft Pastels, Set Of 36 Colors
    - Colored Pencils
      - Prismacolor Premier Artist Grade Water Soluble Coloured Pencils, Set Of 36 Colors
  - Studio
    - Space
    - Lighting
    - Work Surface
    - Storage
    - Tool & Equipment
    - Comfort
    - Inspiration & Creativity
    - Technology
    - Utility & Power
    - Safety Gears
      - Mask
      - Ventilation
      - Apron
      - Hair Band
      - Gloves
      - Protoy Pet Training KL Parts
      - Microfiber Cloth
      - Paper Towel
      - Hand Sanitizer
      - Dustbin
  - Techniques
    - Lead Usage
      - Flat Edge
        - Macro
        - Shading
        - Stretching
      - Pointed Tip
        - Micro & Detailed Work
    - Grip
      - Overhead Heavy
      - Traditional Tripod Grip
      - Lollipop
      - Inverted
      - Pencilcraft
    - Pose
      - Finger
      - Wrist
      - Elbow
      - Shoulder
      - Whole Body Part
    - Dark & Light
      - Pressure
      - Layering
      - Lead Quality
      - Paper Texture
    - Lifting Graphite
      - Eraser
      - Stage
      - Shooting
      - Masking
      - Innovation
      - White Acrylic Pen
    - Texture
      - Tools
        - Blender
        - Filbert Brush
        - Pencil
        - Textured Board Surface
        - Scratching
        - Indenter
      - Pencil Texture Technique
        - Hatching
        - Cross Hatching
        - Stippling
        - Scumbling
        - Smooth Shading
        - Scribing
        - Pattern
    - Strokes
      - Thick
      - Thin
      - Thick To Thin To Thick
      - Dark
      - Light
      - Horizontal
      - Vertical
      - Diagonal
      - Curves
    - Blending
      - Burnishing With White Color

- Water Color (www.ShankyStudio.com)
  - Color Theory Under Fundamentals of Visual Art / Elements Of Art
  - Art Supplies
    - Pencil Art Supplies
      - 4H & 2H Wood Pencils
      - Mitsubishi Pencil Sharpener
      - Vinyl Eraser
      - Black Charcoal Soft Pencil
      - White Cotton Tick Thread
    - Surface
      - Canson 300 GSM Montval Cold-Press A3 & 12 x 16 inch
      - Stainless Waterfoel 12 x 16 Inch
      - Artist Masking Tape 1/2 & 1 Inch
      - Easel
      - Bridge Stick 3 Feet
    - Colors
      - Artist Color Tubes
        - 37VS 15 ML
        - CYM 15 ML
        - Black 15 ML
        - Burnt Sienna PR152 15 ML
        - Titanium White - 5 ML
      - Oil Pastels Crayons, Set Of 12 Colors
      - Color Wheel
      - Blends
        - Mi Graham
        - Hallean
        - Serendipi
        - Stichmicks
        - Daniel Smith
        - Winsor & Newton
    - Medium