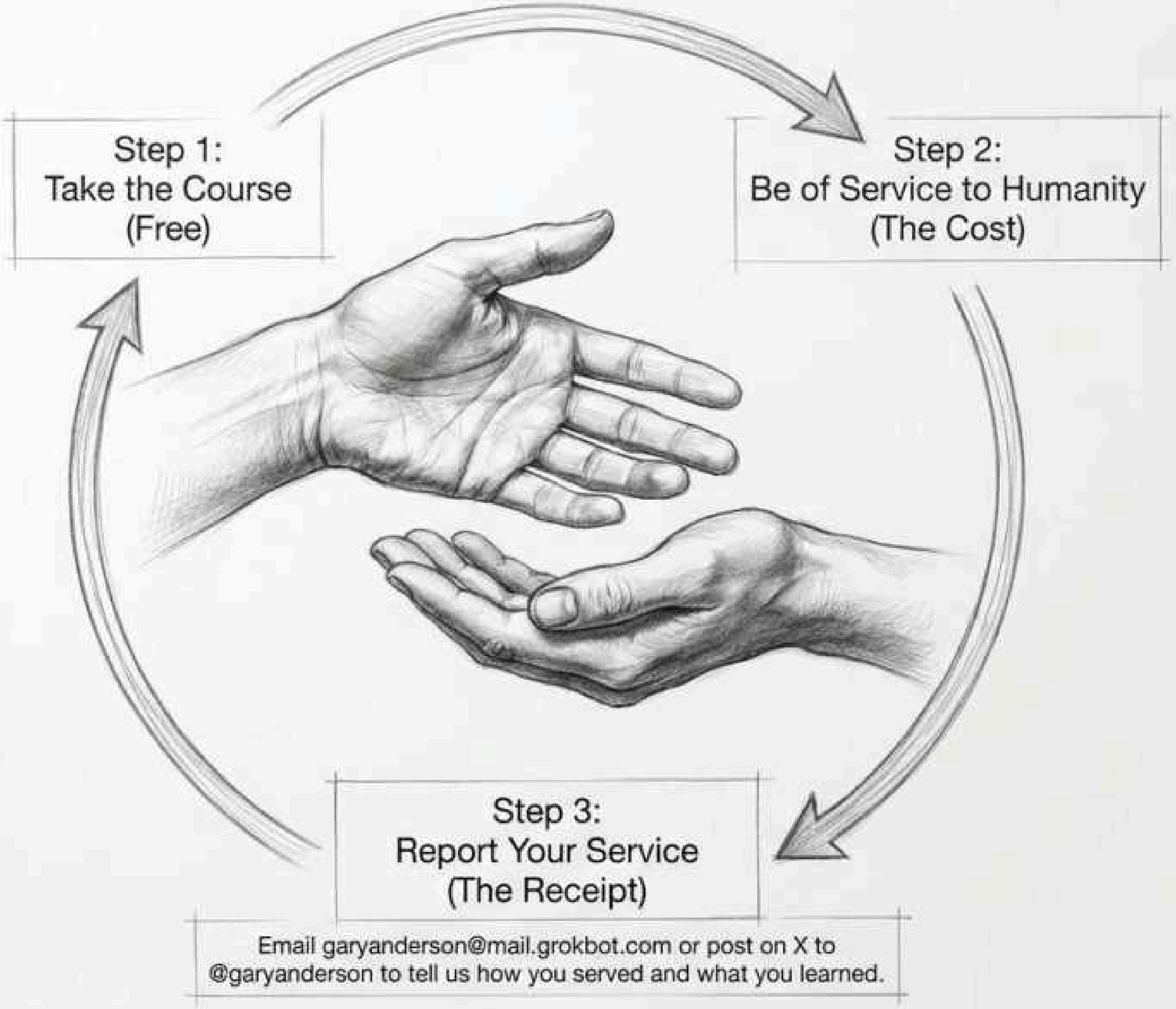

Step 1:
Take the Course
(Free)
Step 2:
Be of Service to Humanity
(The Cost)
Step 3:
Report Your Service
(The Receipt)
Email garyanderson@mail.grokbot.com or post on X to
@garyanderson to tell us how you served and what you learned.



ART 120 B: Drawing Fundamentals

Course Format

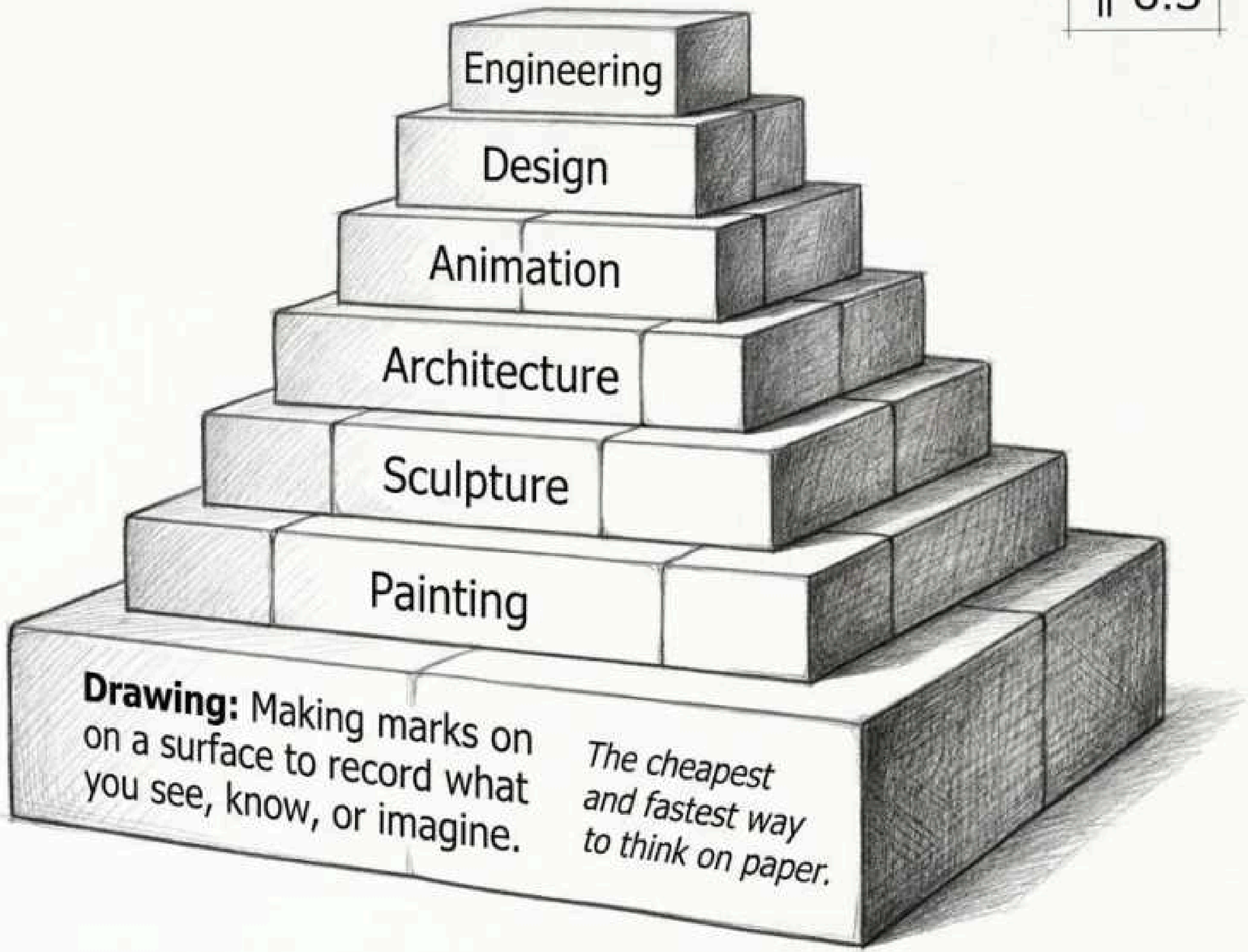
The “B” stands for Brief. 1 Overview + 6 Short Lectures.
Designed to be finished in approximately 1 hour total.

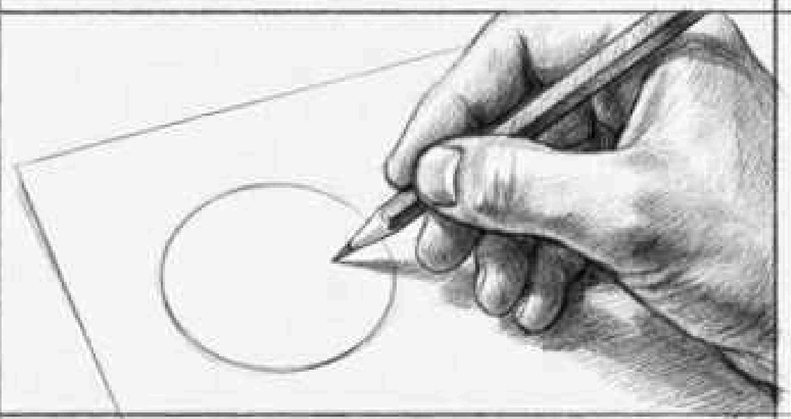
Terminal Goals

1. See like a draftsperson.
2. Build a drawing in the right order.
3. Practice so that you improve.



Artists have drawn since prehistory; the urge to record preceded writing by tens of thousands of years.

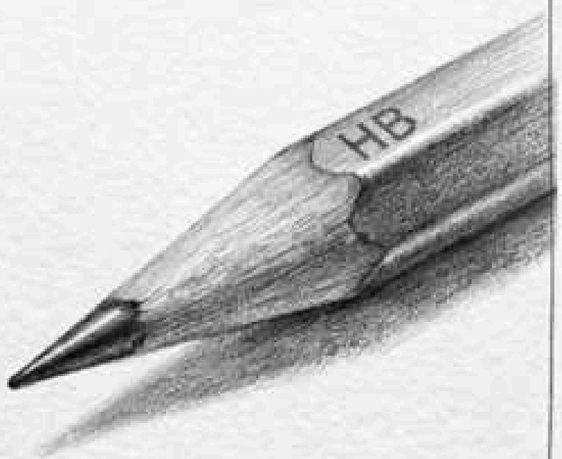


The Assumption (The Talent Myth)	**The Reality** (The Mechanical Truth)
A gift handed out at birth.	Drawing relies on two trainable elements: 1. Habits of seeing 2. Hand skills.
~~I cannot draw.~~	

Practice, not talent, explains most progress. A beginner who practices well changes noticeably in just a few weeks. This course shows what to practice and in what order.

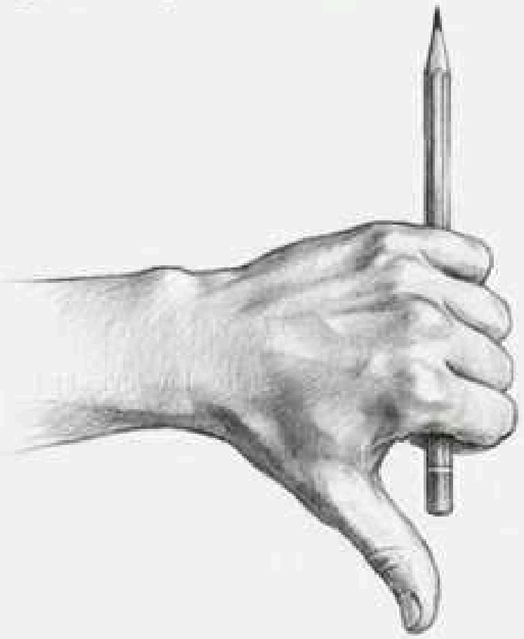
Lecture 1: Seeing & Marks

Tools, types of line, and drawing what is in front of you (not what you assume).



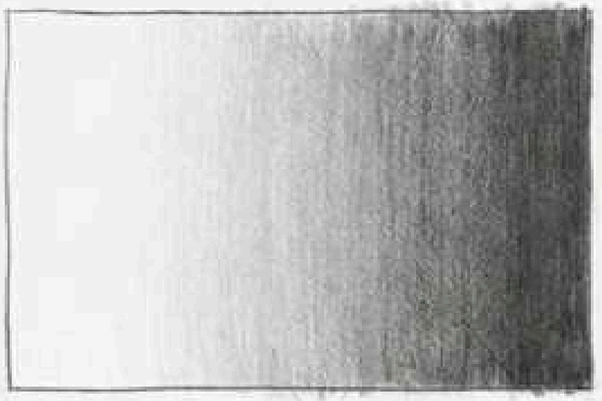
Lecture 2: Shape & Proportion

Gesture, sighting, and negative space.



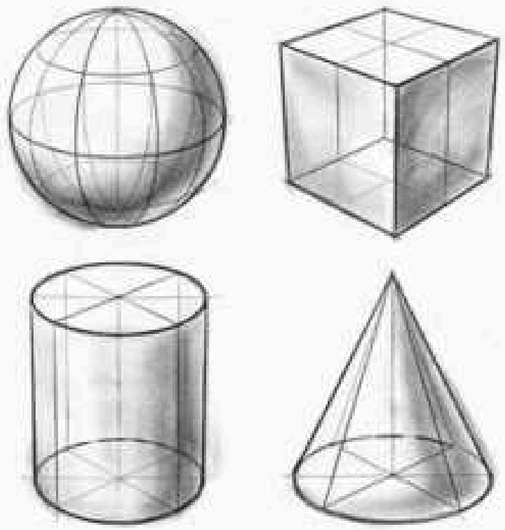
Lecture 3: Value

The range from light to dark that makes a flat mark look round.



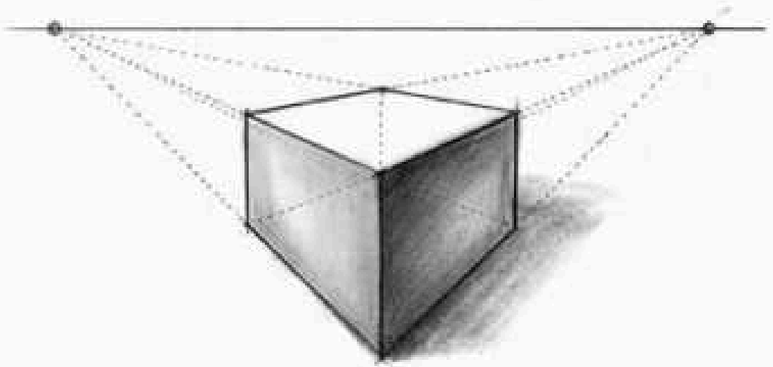
Lecture 4: Form & Construction

Building the sphere, cube, cylinder, and cone into real objects.



Lecture 5: Perspective

Horizon lines and vanishing points that place objects in space.



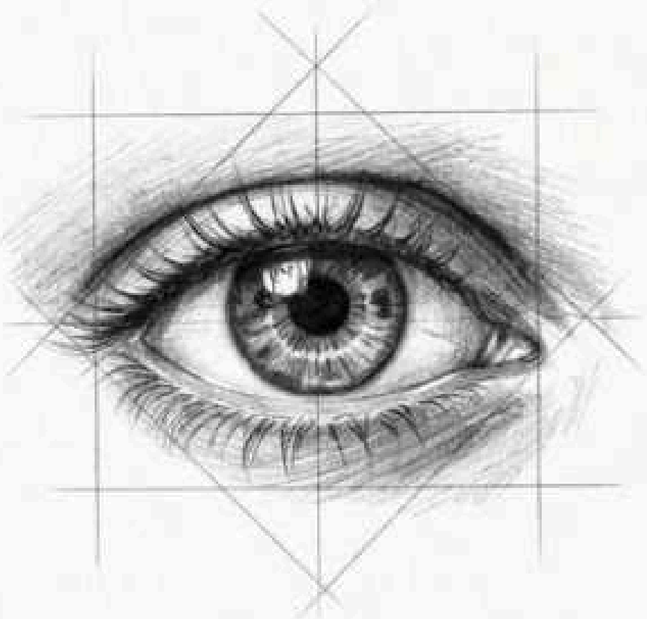
Lecture 6: Composition & Figure

The human figure and a sustainable, post-course practice plan.



Pillar I: See Before You Draw

Most errors are errors of perception, not of the hand.



Pillar II: Whole to Parts

Always work from the whole to the parts, and from simple to complex.



Pillar III: Frequent Practice

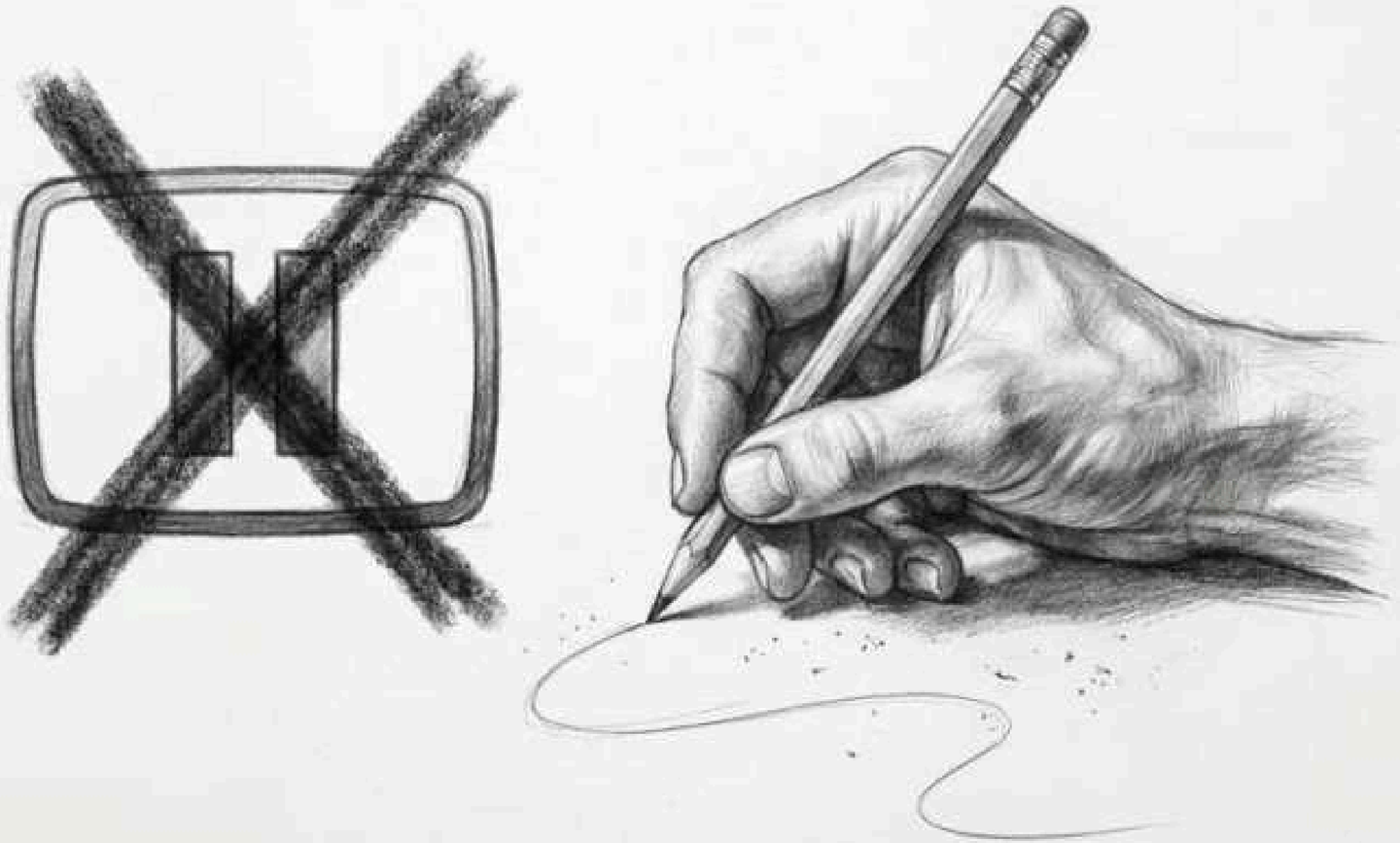
Drawing improves through frequent short practice with honest checking, not through waiting for inspiration.



Minimal Equipment Needed
Just a few pencils, a pad of paper, and an eraser.

Why Words?
(The Core Modality)
Exercises are described in words because a video cannot hold your pencil.

Scope Note
One hour leaves much out; we teach the core and name sources for more.

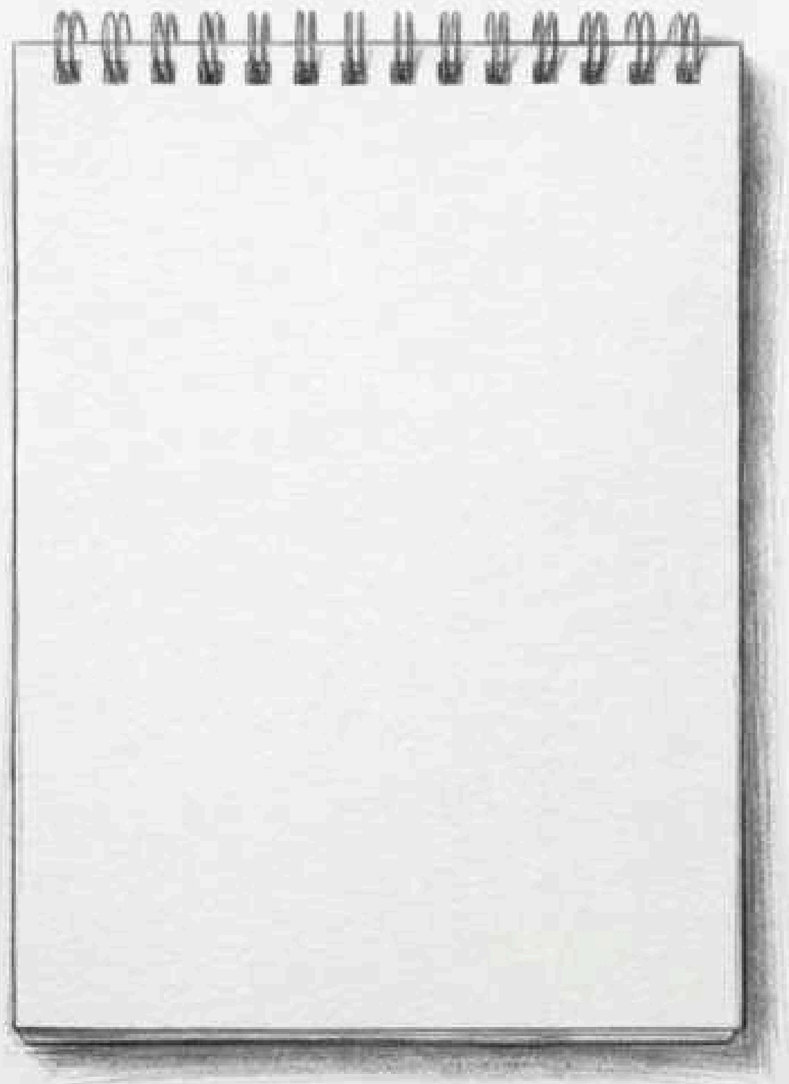


The Rule: Pause often to try things yourself.

No earlier art course needed. No talent needed. If you can hold a pencil, you can begin.

¶ 0.9

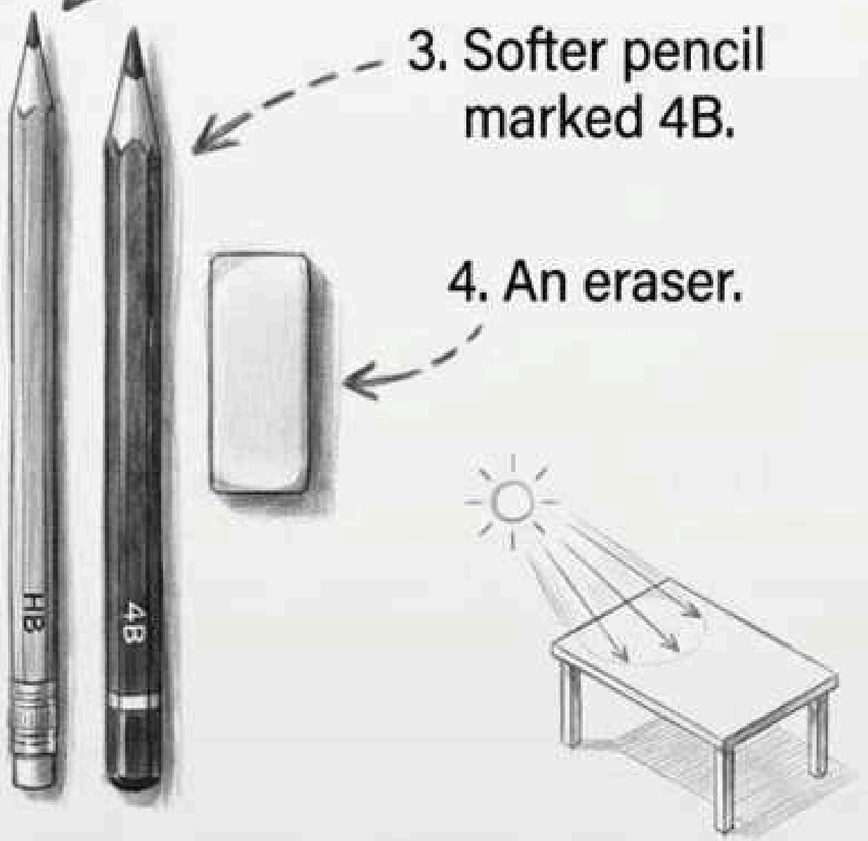
1. Pad of ordinary paper (or a sketchbook you carry everywhere—better than expensive paper).



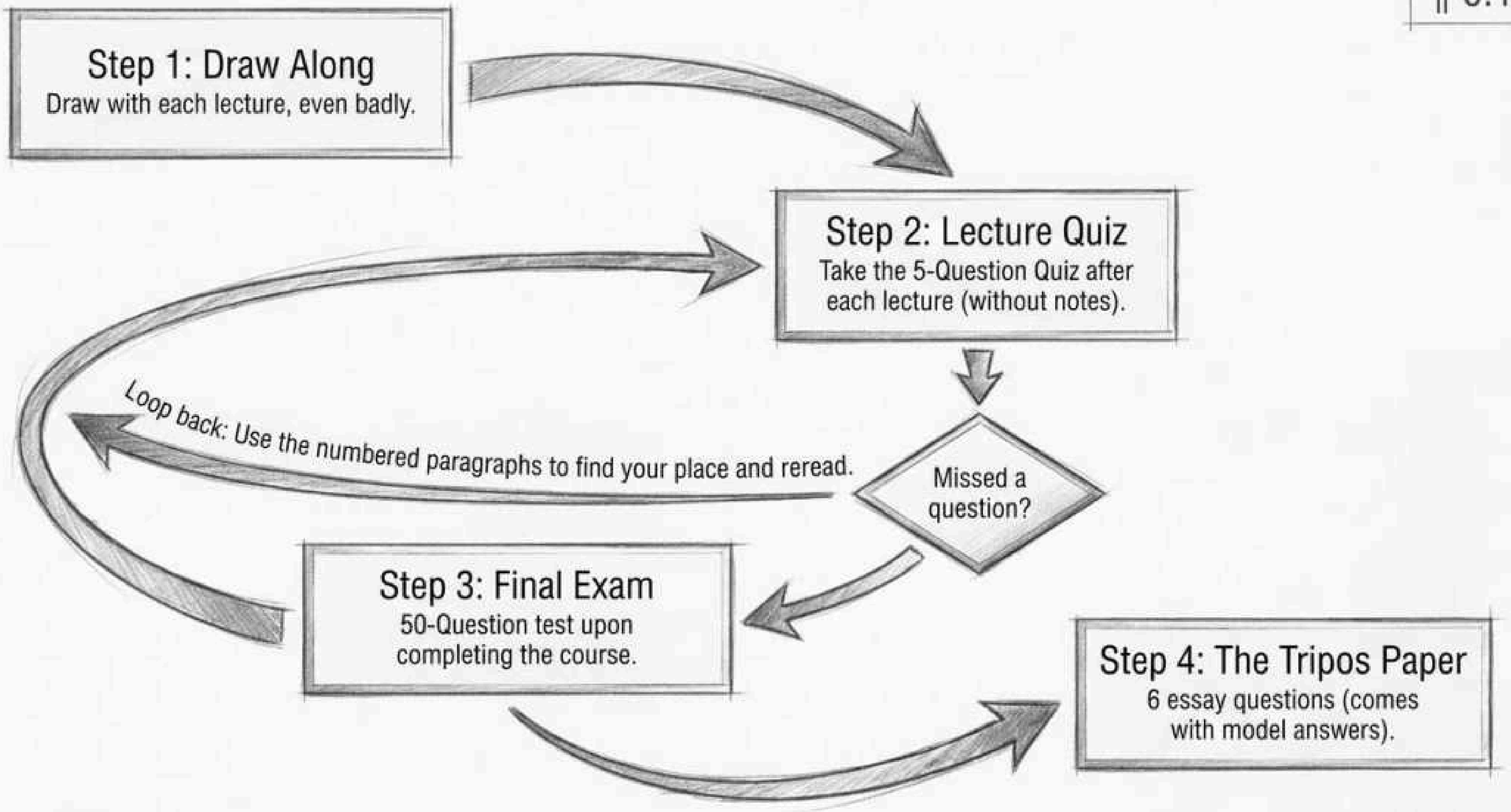
2. Pencil marked HB.

3. Softer pencil marked 4B.

4. An eraser.

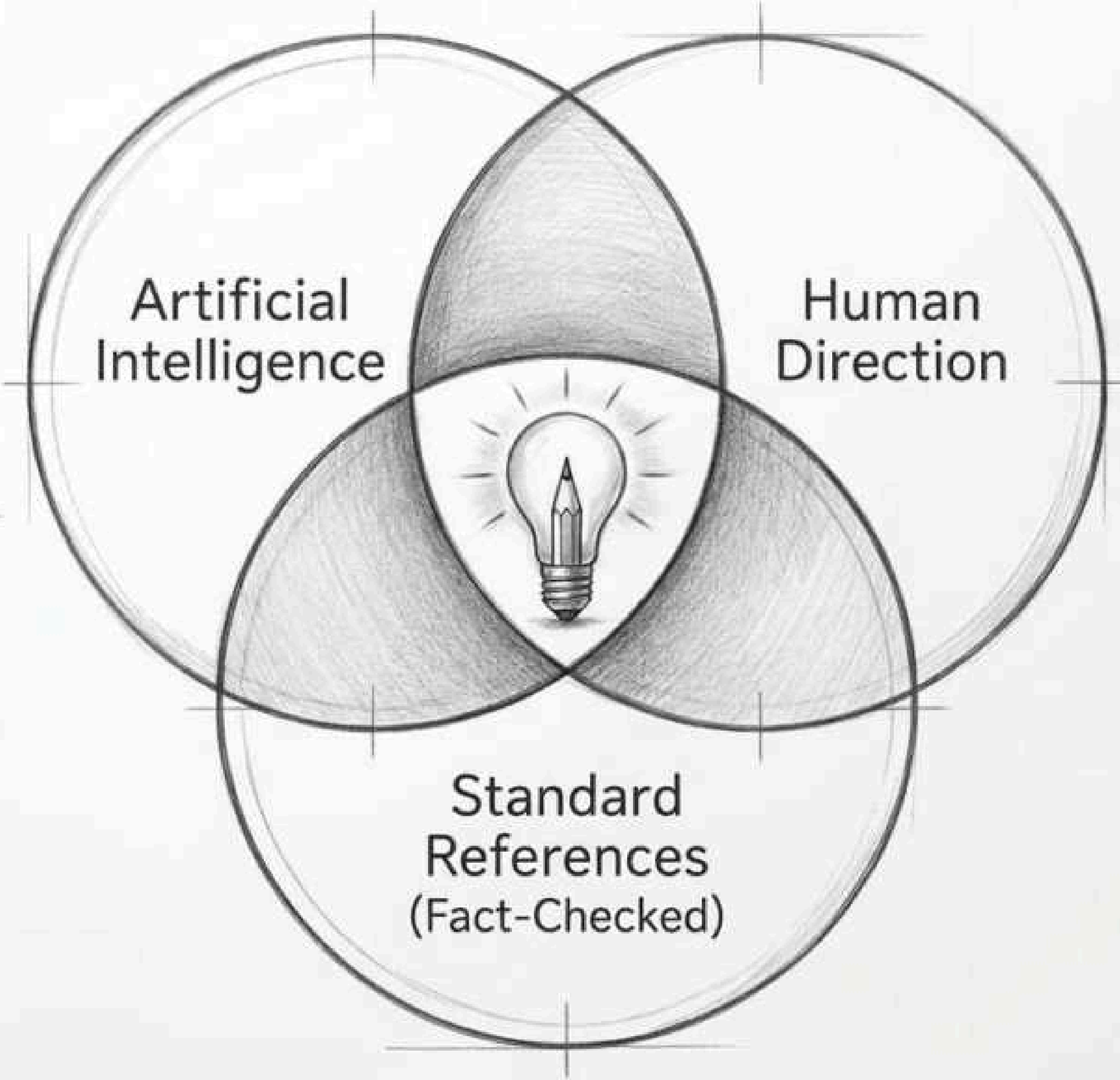


Environment Setup:
Good light coming from one side.


Step 1: Draw Along
Draw with each lecture, even badly.
Step 2: Lecture Quiz
Take the 5-Question Quiz after each lecture (without notes).
Missed a question?
Loop back: Use the numbered paragraphs to find your place and reread.
Step 3: Final Exam
50-Question test upon completing the course.
Step 4: The Tripos Paper
6 essay questions (comes with model answers).

¶ 0.11

Pedagogical Disclaimer: Teaching methods vary by school; contested claims are explicitly noted in the text.



Correction Policy:

If you find an error, please report it, and we will correct it.

The course is free to you.

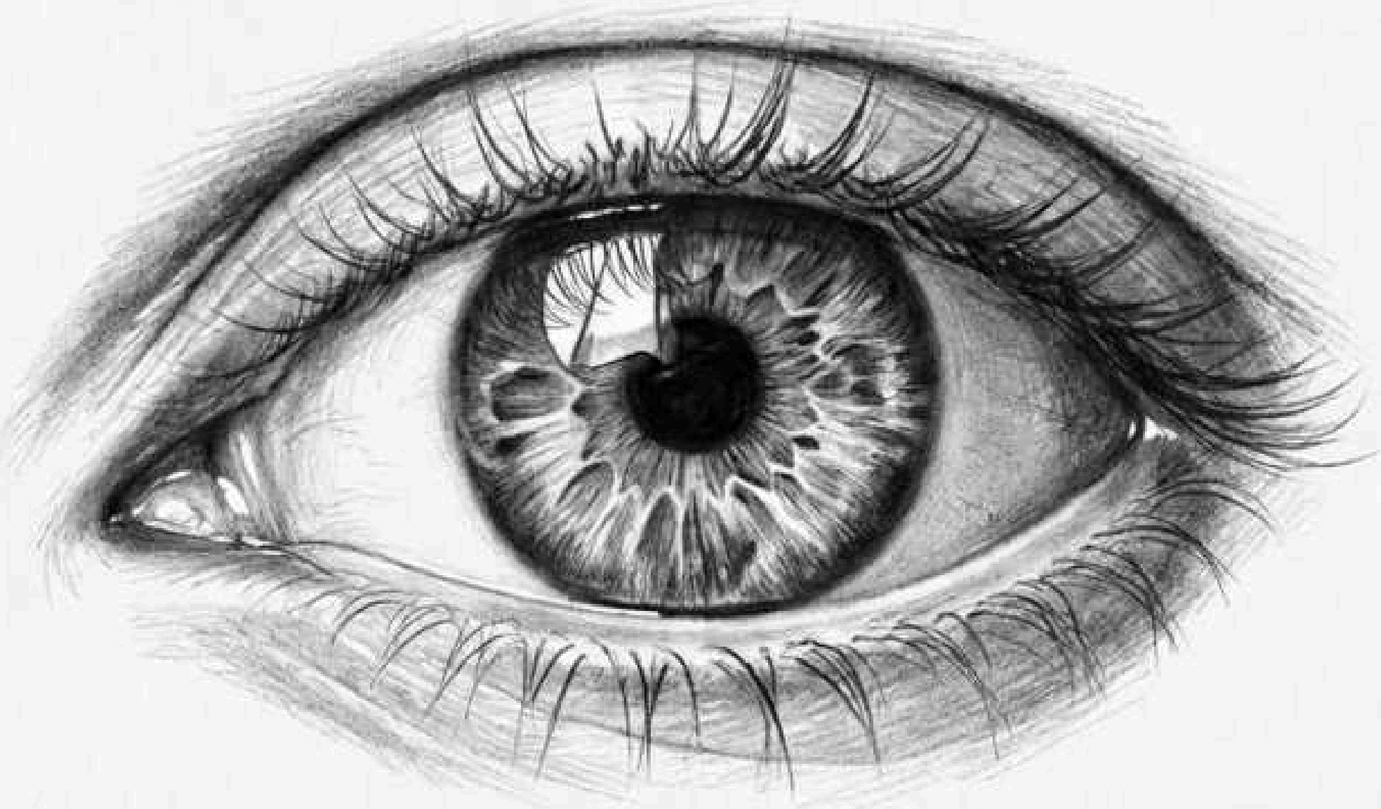
In return, be of service to humanity in whatever way you can, then tell Gary how you did it, by email or on X.

That is all we ask, and it is enough.

Begin with Lecture One.

¶ 0.13

We start with the most important skill in drawing: looking. We will see why the eye is easily fooled, meet the tools of the trade, and draw our first line.



Take out your pencil and paper now, and let us begin.