

# **MADHAV's ATELIER OF THE ARTS**

The Course & curriculum for all the 6 modules viz.,

- ❖ **Foundation Program**
- ❖ **Advanced Foundation Program**
- ❖ **Intermediate Program**
- ❖ **Professional Portraiture Program**
- ❖ **Atelier Program**
- ❖ **PMP – Personalized Mentorship Program**
- ❖ **Professional Acrylic Program**

are designed in such a way that every level of student/artist can pursue depending on their interest & improve from there.

Each & every course will give all the required professional & profound knowledge about Fine Arts at various levels.

And as part of this, you will get -

- 1) 16 - 20 sessions each of 1.5 hrs
- 2) 24X7 support on whatsapp
- 3) Study/Reference material
- 4) Documents
- 5) Assignments
- 6) HD Videos Tutorials & Demos
- 7) 7 hrs audio sessions taught by me explaining all the eras of Art History, extensively
- 8) Certificates on successful completion of the course

**The greatest mantra, a best teacher ever in the world can give is.....**

**'PRACTICE IN THE RIGHT WAY' !!**

So, keep practicing & enjoy the learning of this great form of art called 'REALISM' which is the superset of all forms of visual arts.

## FOUNDATION PROGRAM

- 1) Contact me personally for fee details which can be payable in one shot only
- 2) For policies of the Atelier - <https://madhavvv.com/policies/>
- 3) Fee is neither refundable/transferable
- 4) Only 10 in a batch
- 5) First come first serve basis
- 6) Any other queries, please Call/WA @9989 133 174
- 7) Anyone who is 6th grade & above are eligible

S.No	Topic	Day	Time in Hrs
1	Introduction to Realism & Fundamentals - Tripod rules for Realism a) Hand muscles & brain syncing exercises b) Observation skills c) Fundamentals of GR	1	1.5
2	a) Sources of light, shadows & their importance on reference pictures b) BCS properties & their incorporation in the works c) GQ & its importance	2	1.5
3	a) Fundamental principles of ART b) Rules of Composition	3	1.5
4	a) Shading Techniques b) Blending Tools & Techniques	4	1.5
5	a) Demo on Geometric shapes to demonstrate grades/tones/values & incorporating the BCS properties b) Understand the concept of crisp outlines & overlapping forms	5	1.5
6	a) Demo on very subtle values of ceramic things with similar value BG	6	1.5
7	a) Demo on Ceramic Pots & techniques b) Demo in Fruits, overlapping techniques	7	1.5
8	a) Demo on mud pot & how to master cross hatching technique b) Demo on Drapery & how to master cross hatching technique	8	1.5
9	a) Demo of mud pot with Cherries & techniques for BG	9	1.5
10	a) Demo on glass & using the blending tools in an efficient way b) Demo on water & droplets	10	1.5
11	Demo on metal vessels with BG	11	1.5
12	Demo on drawing Conches/Shells	12	1.5
13	Demo of drawing the pot with flowers learning haphazard technique	13	1.5
14	Demo on Steel pot/Kettle	14	1.5
15	Demo on Jute texture	15	1.5
16	Demo of Eggs in Nest	16	1.5

## ADVANCE FOUNDATION PROGRAM

- 1) Contact me personally for fee details & can be payable in 1 or 2 instalments only
- 2) For policies of the Atelier - <https://madhavvv.com/policies/>
- 3) Fee is neither refundable/transferable
- 4) Only 10 in a batch
- 5) First come first serve basis
- 6) Any other queries, please Call/WA @9989 133 174
- 7) Anyone who is 6th grade & above are eligible

S.No	Topic	Day	Time in Hrs
1	Introduction to Realism & Fundamentals - Tripod rules for Realism a) Hand muscles & brain syncing exercises b) Observation skills c) Fundamentals of GR	1	1.5
2	a) Sources of light, shadows & their importance on reference pictures b) BCS properties & their incorporation in the works c) GQ & its importance	2	1.5
3	a) Fundamental principles of ART b) Rules of Composition	3	1.5
4	a) Shading Techniques b) Blending Tools & Techniques	4	1.5
5	Conceptualizing Still Life1	5	1.5
6	Conceptualizing Still Life2	6	1.5
7	Conceptualizing Still Life3	7	1.5
8	Conceptualizing Still Life4	8	1.5
9	Wild Life1	9	1.5
10	Wild Life2	10	1.5
11	Wild Life3	11	1.5
12	Wild Life4	12	1.5
13	Wild Life5	13	1.5
14	Introduction to Bargue Plate1	14	1.5
15	Bargue Plates2	15	1.5
16	Bargue Plates3	16	1.5

## INTERMEDIATE PROGRAM

- 1) Contact me personally for fee details which can be payable in one shot only
- 2) For policies of the Atelier - <https://madhavvv.com/policies/>
- 3) Fee is neither refundable/transferable
- 4) Only 10 in a batch
- 5) First come first serve basis
- 6) Any other queries, please Call/WA @9989 133 174
- 7) Anyone who is well-versed with the fundamental knowledge & preparing for abroad univ. are eligible

S.No	Topic	Day	Time in Hrs
1	Wild Life1 - Project Tiger	1	1.5
2	Wild Life2 - Project Lion	2	1.5
3	Wild Life3 - Project Dog	3	1.5
4	Wild Life4 - A Conceptualized Project Work	4	1.5
5	Still Life1 using e ShadowBox Technique - Rules of Compositions, Still Life 1	5	1.5
6	Still Life2 using e ShadowBox Technique - Still Life 2, Sight size Method, Grid method	6	1.5
7	Still Life3 using e ShadowBox Technique - Still Life 3	7	1.5
8	Still Life4 using e ShadowBox Technique - White Burst	8	1.5
9	Still Life5 using e ShadowBox Technique - White Burst	9	1.5
10	Bargue Plate1 - Eye, Nose	10	1.5
11	Bargue Plate2 - Hand, Foot	11	1.5
12	Bargue Plate3 - Burst Study	12	1.5
13	Bargue Plate4 - Burst Study	13	1.5
14	Architecture Concepts - 1, 2 & 3 point perspectives, Diminution, Foreshortening, Convergence	14	1.5
15	Architecture Concepts - Overlapping, Shades & Shadows, Color, Values, Tone/Grade, Hue, Tint, Toone, Shade	15	1.5
16	Architecture Concepts - Pattern, Focal point & it's importance, Views - Normal, Infant, Insect/Worm, Bird, eccentric view, Cone of vision, Picture plane, Horizon Line, Vanishing points,	16	1.5

**NOTE** - This Course will definitely go up to 18 sessions, so it could be 5-6 months of period in total.

## PROFESSIONAL PORTRAITURE PROGRAM

- 1) Contact me personally for fee details which can be payable in one shot only
- 2) For policies of the Atelier - <https://madhavvv.com/policies/>
- 3) Fee is neither refundable/transferable
- 4) Only 10 in a batch
- 5) First come first serve basis
- 6) Any other queries, please Call/WA @9989 133 174
- 7) Anyone who is well-versed with the fundamental knowledge are eligible

S.No	Topic	Day	Time in Hrs
1	a) Basics of pencils, eraser, papers & other blending materials b) Rudimentary principles/elements of ART c) Assignments - Practice exercises, shading of sphere, drawing geometrical shapes	1	2
2	a) Demonstrating the Values & Textures practically b) Blending tools & techniques c) Assignments, Feedback & Corrections	2	2
3	a) Detailed explanation of the skull structure b) Planes of the faces & proportions c) Assignments, Feedback & Corrections	3	3
4	a) Explaining the details of Human facial features & drawing them in detail b) Assignments, Feedback & Corrections	4	3
5	a) Detailed explanation of Reilly's Method b) Planes of the face - Straight & side c) Assignments, Feedback & Corrections	5	3
6	a) Breaking down the complex shapes of hands & feet into simple geometric shapes b) Skin properties like flow of tissues, tone, textures etc., c) Grid Method in maximizing/minimizing & collaging d) Assignments, Feedback & Corrections	6	3
7	a) In-depth analysis & demonstration of types of hair d) Demonstration of Cloth textures & BG s c) Assignments, Feedback & Corrections	7	3
8	a) Over the shoulder, up close portrait demonstrations b) Light effects, type of lighting, playing with light & shadows c) Assignments, Feedback & Corrections	8	3
9	a) Detailed explanation of the Body, Skull & their bone structure b) Explaining the gestures of Human body, line of gravity	9	3
10	Gesture Drawings i.e., drawing the complex shapes of Hands, Feet & body	10	3

11	Short & long nude poses of the human body	11	2
12	a) Over the shoulder, up close portrait demonstrations b) Basic properties & proportions of Human body c) How to choose images from Internet the use of HD images d) Conceptualizing the work e) Assignments, Feedback & Corrections	12	2
13	a) How to take snaps of your work when drawn in various mediums? b) How to conceptualize your work for shows/exhibitions? c) How to save your work? d) How to price your work? e) How to sell your works? f) Assignments, Feedback & Corrections	13	2
14	Exclusive BONUS Content a) 30-40 hrs of both theoretical & practical intensive training b) 3 Portrait Demos on practical approach of Portraiture c) Continuous support on whatsapp d) Study/Reference material e) Documents f) Assignments g) Video Tutorials - on each & every technique & many textures h) 7 hrs audio sessions taught by me explaining all the eras of Art History, extensively i) Certificates on successful completion of the course j) Knowledge on monetization of the skills	14	2

**NOTE** - This Course will definitely go up to 20 sessions, so it could be 6-8 months of period in total (including the breaks)

ATELIER PROGRAM			
S.No	Topic	Day	Time in Hrs
1	Introduction to Atelier approach 1) Tools used 2) Concepts behind the academy training 3) Copying the Master Works - how it helps	1	2
2	Introduction to Bargue plates Methods of measurements in Atelier Program 1) Sight size method 2) Comparative Method	2	2
3	Process of drawing starting from Sphere & Egg 1) Measurement 2) Outline 3) Block-in 4) Adjusting the Light & shadow families 5) Rendering the forms 6) Creating the transition between low & high values 7) Uniform BG 8) Finesse	3	2
4	How to work on Plaster Casts - A Demo	4	2
5	A Demo on a Plaster Cast	5	2
6	A Demo on a Plaster Cast	6	2
7	A Demo on a Plaster Cast	7	2
8	Gesture Drawings 1) How to draw complex shapes using simple geometric figures 2) How to do the softening of the edges 3) How to convert shapes into forms 4) How to induce life into the forms	8	2
9	Figurative Drawing 1) Human Anatomy 2) Proportions of the human body	9	2
10	Demo of a Short pose	10	2
11	Demo of a Short pose	11	2
12	Demo of a Short pose	12	2
13	Demo of a long pose	13	2
14	Demo of a long pose	14	2
15	Demo of a long pose	15	2
16	Portraiture	16	2
17	Portraiture	17	2
18	Portraiture	18	2

PERSONAL MENTORSHIP PROGRAM (PMP)		
S.No	Topic	Details
1	Knowledge on Architecture	Diminution -Convergence -Foreshortening -Overlapping, Shades & Shadows -Color, Value Perspective -Details & Pattern Perspective -Focus Effect (shifting focal points) -Cone of Vision -Perspectives & Grid Method 1, 2 & 3 point Perspectives
2	Fundamentals of Realism	Kinds of Papers & Pencils -BCS Properties -Cone of vision -Line -Shape -Form/Structure -Value -Tone/Grade -Texture -Proportions -Perspectives -Color theory -Composition- a) 3D shapes b) Use different sizes c) No linear placements d) Drapery e) Shadow Box -Brush strokes -Chroma -Harmony -How to understand & build grey scales -Blending Techniques -Blending Tools
3	Boot Camp sessions - 10 hrs	Depending on the level of the student this needs lot of time to cover many aspects
4	Building the profile for reputed institutions	For students applying to abroad Universities & NATA/NID Colleges various concepts are being taught



5	<b>How to choose ref photos &amp; conceptualize your Art work?</b>	<p>HD Photos, Concepts, how to crop to set to it to the Golden Ratio etc.,</p> <ul style="list-style-type: none"> <li>-Rules of Composition</li> <li>-What medium should be preferred for what kind of works</li> <li>-How to avoid plagiarism?</li> <li>-Respecting the photographers work &amp; giving due credits to them</li> <li>-How to avoid copyright issues?</li> </ul>
6	<b>How to get yourselves ready for the prestigious shows</b>	<p>Producing wonderful works continuously</p> <ul style="list-style-type: none"> <li>-Making a note of all appreciations &amp; criticisms from Senior Artists</li> <li>-Building your profile</li> <li>-Participating in all possible worthy shows</li> <li>-Business card</li> <li>-Website Design</li> <li>-Documenting the feedback/photos of the Clients your works have been sold to</li> </ul>
7	<b>How to save, price &amp; sell your works</b>	
8	<b>Mentoring, supporting to improve your Art work</b>	<p>Continuous &amp; constant</p> <ul style="list-style-type: none"> <li>-Reviews</li> <li>-Feedback</li> <li>-Corrections</li> <li>-Tips</li> <li>-Techniques</li> </ul>
9	<b>Train the Trainer</b>	<p>Techniques &amp; Tools</p> <ul style="list-style-type: none"> <li>-Qualities required to be an inspiring trainer</li> <li>-How to motivate the students?</li> <li>-What knowledge is to be imparted?</li> <li>-Disaster Management in the Art work</li> <li>-Empirical knowledge</li> </ul>
10	<b>Art History (European)</b>	<p>All the eras of the Art History</p> <ul style="list-style-type: none"> <li>-Each era &amp; its importance</li> <li>-Renowned Artists from each era</li> <li>-History behind the greatest Paintings</li> </ul>
11	<b>Human Anatomy (Advanced)</b>	<p>All the anatomical knowledge required for drawing gestures &amp; human poses</p>

ACRYLIC PROGRAM			
S.No	Topic	Day	Time in Hrs
1	Introduction to Acrylics 1) Why Acrylics? 2) Medium - a film part of the painting & Solvent - evaporates 3) Brushes & Canvases 4) Difference between Water & Retarder - slow drying medium	1	1.5
2	Introduction to various brands of Acrylics 1) Basic differences between WC, Gauche, Acrylics & Oils 2) What kind of brushes are used for various color mediums 3) Basic practice exercises with various brushes	2	1.5
3	Process of Painting with Acrylics starting from Sphere & Egg using monochrome 1) Measurement 2) Outline 3) Block-in 4) Adjusting the Light & shadow families 5) Rendering the forms 6) Creating the transition between low & high values 7) Uniform BG 8) Finesse	3	1.5
4	Painting a Rose flower	4	1.5
5	Painting a Flower Vase	5	1.5
6	1) How to work on BG s - Complimenting the Contrasts 2) Softening the edges of the painting 3) Why so many colors in Acrylic & Gaouche, why not in Oils?	6	1.5
7	Painting a Still Life2	7	1.5
8	Painting a Still Life3	8	1.5
9	Painting a Still Life4	9	1.5
10	Wild Life Concepts 1) Techniques for various Fur 2) Demos of various Eyes	10	1.5
11	Painting a Wild Life1	11	1.5
12	Painting a Wild Life2	12	1.5
13	Painting a Wild Life3	13	1.5
14	Painting a Wild Life4	14	1.5
15	Painting a Landscape1	15	1.5
16	Painting a Landscape2	16	1.5