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MASTERKLASS

Linknetic Masterclass brings a **unique online learning journey** where students and professionals will learn from the world's best industry professionals. The magical world of the entertainment industry will be closer than ever; giving the opportunity to enrich new skills and learn a career, expanding new possibilities.

WHO WE ARE

Linknetic is an **online VFX Business Academy** operating in the fields of Visual Effects, Animation, and Filmmaking. We offer diverse educational options to help students to achieve their dream job. Ranging from basic to advanced professional training courses, Master courses, portfolio reviews, and Mentorships. Led by experts Masters who are active professionals in the international VFX and Filmmaking landscape, with the ability to teach applied methods and techniques of the major VFX and Production Studios.

Our Masters create memorable Art that millions of people watch from everywhere in the world and it is their responsibility to transfer both their passion and knowledge to make a difference in your future career.





PAUL MELLENDER

EMOTION THROUGH ART

Drawing of Emotions from traditional to digital

MEET YOUR INSTRUCTOR

Paul is an artist from Reno, Nevada. His professional art career has ranged through a spectrum of different fields: traditional fine artist, CG generalist, art director, special effects artist, illustrator, game artist, as well as an art teacher and consultant.

A self-taught (autodidact) artist, Paul began drawing at an early age. Being raised in a family of artists, the environment afforded him opportunities, encouragement, and resources to explore his, somewhat, obsessive interests.

In adulthood, he was initially cautious about pursuing fine art and illustration, which were his interests, as the business of art and his understanding of art were deeply mismatched. Over time, he started to develop his tactics and methods to navigate his artistic pursuits with as little compromise as possible.

At present, Paul is pursuing his art, the less well-known backroads of history, and making up his life as he goes along. His recent credits include *The Haunting of Bly Manor*, *Lock, and Key*, *Tales from the Loop*, *Monsterland*, *Debris*, *War of the Worlds*, *Queen's Gambit*, *OR*, and many others.



INTRODUCTION

The Masterclass in **EMOTION THROUGH ART** is a three-day online course, designed for beginning and intermediate artists, passionate about different aspects of the art world. Through our dynamic virtual classroom, participants will explore painting and drawing techniques and learning new artistic practices.



WHAT YOU WILL LEARN

Initial understanding of why and when we present expression, how to portray these states from the simple to complex, and how to infuse characters with "life".



WHO SHOULD ATTEND

The Masterclass is aimed at all those who wish to acquire the skills to represent intuitively and correctly a human figure, focusing on facial expressions, utilizing principles and techniques from traditional to digital.

- Beginner or Intermediate Digital Artists wanting to improve their sketching and drawing abilities.
- Students who want to expand their knowledge in drawing.
- Anyone interesting in learning to draw and get better at drawing!

TRAINING METHOD

The Masterclass takes place live streaming. Each participant will have the credentials to access the virtual area within which they can follow the lessons, interact with the instructor and the other participants. The course is designed to be accessible across different time zones and lessons will be recorded and can be used on-demand even later.

REQUIREMENTS

Pencil and paper | Graphics Tablet and Pen Stylus | Working Version of Photoshop | Desktop Computer or Laptop

MASTERCLASS OUTLINE

1° DAY June 26th 10:00-12:00 AM (PST)

2 hours of introduction

Part 1. What is expression or “communicating theory of mind and states of personal experience”?

Part 2. How do we understand, experience, and communicate expression?

Part 3. Mirrors, pilots, wearing, deceiving.

Part 4. You are not you; they are not them. Identity, agency, and possession. Kiki/Bouba, Botox effect, perspective effects, social hierarchy, and position in space (who is expressing, who reads the expression and the audience as an expressing participant).

2° DAY June 27th 10:00 – 13:00 AM (PST)

3 hours of technical drawing from traditional to digital. Delivery of the assignments to all the participants

Part 1. Drawing time in static faces and bodies.

Part 2. What to draw for a moving image, and what to draw for a still image. Expressions in time and the differences between static and moving attention the eye as an animator. Saccades and smooth pursuit.

Part 3. Bending physical measures to create “true” experience. Or how to warp an image so it feels right.

Part 4. Simple sets the basis or theme, complex sets the time.

3° DAY July 03rd 10:00-12:00 AM (PST)

2-hours feedback, reviews, and Q&A.

On the last day, participants present final projects. Draw and paint overs, on the fly collaborations.





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