



More Painting for Pleasure – Mixed Media

WHY TAKE THIS COURSE?

This course has been designed for those students who have either never painted before and always wanted to give it a go, or for students who may have painted before but are looking to stretch themselves a little more by trying a range of different mediums.

WHAT ARE THE KEY TOPICS IT WILL COVER?

The course is laid out to explore a range of different media, used separately, and together, to challenge the aspiring artist to new heights of creativity. During this course we may look at different media such as pencils, watercolour pencils, pastels, watercolours and acrylics. All of these can be used together and separately to create our own masterpieces. During the course we will look at areas such as landscapes, seascapes, still life, flowers and wildlife to name but a few. We will also look at how to construct paintings with the use of colour perspective, tone and shade which all help to achieve that 3D look to a painting.

WHO WILL THE COURSE SUIT?

This course has been designed for those students who have either never painted before and always wanted to give it a go, or for more experienced students who want to try something different, and who like to be challenged. We will be looking at a range of styles from traditional through to abstract and back around again. At the end of the course students would have gained enough experience using these different paints and pastels to continue or launch themselves on their own artistic quest. You must be 19 years old or above.

IS THERE A QUALIFICATION AT THE END OF THE COURSE?

No. There are no formal assessments but you will be given an Individual Learning Plan and you will find key objectives for the course. You will be asked if you have any of your own personal learning objectives and your tutor will try to accommodate these topics if at all possible. We will ask you to review your learning to make sure that everything on the course is meeting your expectations.

Working in partnership with

