

Seeing in Slow Motion: An Approach to Gesture Drawing

presented by Vincent Siracusano

This workshop uses a clothed model to focus on "rapid drawing techniques", to achieve sketches that incorporate force, story, proportion and shape as it pertains to the human figure.

Some Classroom Definitions:

Anatomy = The study of where the muscles go

Gesture = The study of what the muscles do
(Gesture is based on action)

Action Analysis = Seeing in slow motion

Squash and Stretch = What every good drawing should have.

Kinethetics = Acting (Feeling the pose!)

Props = always an integral part of the gesture!

Overlap = the key to perspective

Vincent Siracusano, artist, animator and teacher, has worked for Ralph Bakshi and Walt Disney Feature Animation Studios. His Disney film credits include "Aladdin", "Lion King", "Mulan", "Lilo & Stitch", and the lead artist for Donald Duck in "Fantasia 2000". For his full IMDb page, visit: <http://www.imdb.com/name/nm1850645/> He has been recognized by the Florida, Orlando Museum of Art for his fine art achievements, including sculpture, painting, and wooden puzzle making. He holds a Bachelor degree in Biblical Studies, is ACSI certified, FIE certified (Feuerstein Instrumental Enrichment), and a First Lego League (FLL) robotics coach. He now has his own school "School of ART" in Gena, IL teaching a variety of mediums to all ages.

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