

CDC fb group intro transcript

Hey guys! My name is Matt Kohr, I'm a concept artist in the video game industry - but I'm also a teacher. I made a website called Ctrl+Paint which takes a different approach on tutorials. The idea is that in art school we learn how to do the fundamentals: line control, linear perspective, color... and that's not what tutorials generally look like.

So in Ctrl+Paint, these are five minute, short tutorials - that are each about an individual, specific, technique. I was honored with the request to join you guys in this group here to take a similar approach. But instead of talking about painting technique, we're going to talk about critique. But before I talk about that I want to take a step back.

This is obviously something that is really special that you guys are creating here. It's more than just individuals making cool paintings, and then putting them on portfolio sites. It's a community. And in being a community, you guys are elevating the quality of all the work involved. You're riffing off each other, you're communicating with each other. It might be as simple as posting on somebody else's submission, or maybe it's connecting with the guest judges... whatever is, by working together as a community, it's just *better*. It's so cool.

But one thing that's not as natural, even in online communities, is formal critique. You might just not have the vocabulary, you might not feel comfortable giving somebody a critique, maybe you don't even like receiving critique. So similar to my Ctrl+Paint videos, where I talk about just one topic that's a versatile idea, critique is no different. We're going to talk about one principle of design - let's take implied motion as an example - and so to talk about implied motion, I'll look at a bunch of different submissions. Not just the ones that were the winning submissions, but the whole range. Because you have something that's rough, but it can still be a great example of implied motion. Or you can have something that's really really polished, and otherwise an awesome rendering, but it's a little stiff. Both of these become really useful when we're talking about implied Motion. I'm going to talk about one technique, or one principle, but use a bunch of different paintings to make that clear.

I want to thank you guys for inviting me into your awesome group. I hope you will really leave with the feeling of empowerment. The ability to look at your own work, or at somebody else's work, and know specific things to talk about to improve it. That critique doesn't need to be a scary thing. That it's just a language we use to talk to each other, and to improve our Artwork.

Thanks for inviting me, I can't wait to see the submissions, and let's have fun learning about critique.

CDR fb feed intro transcript

Hey guys, my name is Matt Kohr - I'm a concept artist in the game industry, but I'm also a tutorial maker. I was invited here to share some of my five minutes short tutorials with you guys. I know that we're all busy people, and especially if you're teaching yourself how to use software is just a slog. Trying to find a little good stuff in the sea of a useless information.

So I've taken an art school style approach to making these free tutorials. the idea is instead of "here's how to paint... iron man" (steps 1 through 10) It's "...here are fundamental foundation skills that apply to iron man or still lifes or whatever you want to do." This is how I learned at art school. And so each of my five-minute free tutorials is one very specific technique, and they don't really overlap with each other. Instead it's a linear list of videos for you to watch at your own pace - but together they start to piece together this foundation of versatile skills.

So we're going to be sharing some of these videos - I think two a week - in the facebook feed here and I'm also making some special videos just for the character design challenge. I hope you are already participating in the characters on challenge but if not, you should, and the videos that I'm making are gonna be talking about critique. Because you might be a little afraid of critique, or not know the right vocabulary. I'm going to take the same approach: short videos that are focused on really specific topics. Something that you could take away and apply to your own work.

so I hope you enjoy the Ctrl+Paint videos that we're going to share with you, and if you want to see more you can check out CtrlPaint.com . So keep designing awesome characters, have fun painting, whether it's photoshop or not, and I'll keep making these tutorials. Thanks guys.