

- I. **Getting started**
  - A. Introduction
  - B. Course outline
  - C. Tools of the trade
  - D. What is a colorist?
  - E. Photoshop presets installation
  - F. Manual tool settings
- II. Line art preparation
  - A. Downloadable line-art
  - B. Line-art settings
  - C. Line-art cleanup with levels
  - D. Layer Setup
- III. Photoshop tool tips, tricks, & settings
  - A. Information on the tools lessons
  - B. Keyboard shortcuts
  - C. My custom keyboard shortcuts
  - D. Lasso tool
  - E. Bucket tool
  - F. Magic wand tool
  - G. Brush & pencil tool
  - H. Gradient tool
- IV. Color theory
  - A. Introduction to color theory
  - B. Hue, saturation, & value
  - C. Warm and cool colors
  - D. Complementary schemes
  - E. Complementary schemes examples
  - F. Analogous & monochromatic schemes with examples
  - G. Avoiding muddy colors with my "K" rule of thumb
- V. Flattening
  - A. Flattening
- VI. Storytelling Concepts
  - A. Introduction to rendering
  - B. Storytelling examples
  - C. Working with planes (foreground, midground, & background)
  - D. Checking your values
  - E. Level of detail
- VII. Rendering
  - A. The "Layer via copy" trick
  - B. Lighting angles
  - C. "Cut and grad" style
  - D. Cel-shaded style
  - E. Painterly style

- F. Flat style
- VIII. Putting it all together
  - A. Part 1
  - B. Part 2
  - C. Part 3
  - D. Part 4
  - E. Part 5
- IX. Advanced coloring techniques
  - A. Color holds
  - B. Texture overlays
  - C. Primer on technical tools
  - D. Brush modes
  - E. Special effects (glows, fire, etc)
  - F. How surfaces impact rendering
  - G. Multiple light sources & “bounce” light
  - H. Using Color Mode layers to shift color
  - I. Layer masks
  - J. Adjustment layers for non-destructive editing
- X. Finalizing pages
  - A. The beginning of the end!
  - B. Final prep for print with CMYK conversion
  - C. Final prep for use on the Internet
  - D. Project organization tips
- XI. The business of being a colorist
  - A. How to build your portfolio
  - B. Finding work as a colorist
  - C. Tips for collaborating with other creators (audio only)
  - D. My story about how I “broke in”
  - E. Exit survey
- XII. Bonus video tutorials
  - A. Real-time coloring demo
  - B. Gradient maps & more storytelling tips
  - C. Real-time coloring demo (video only)