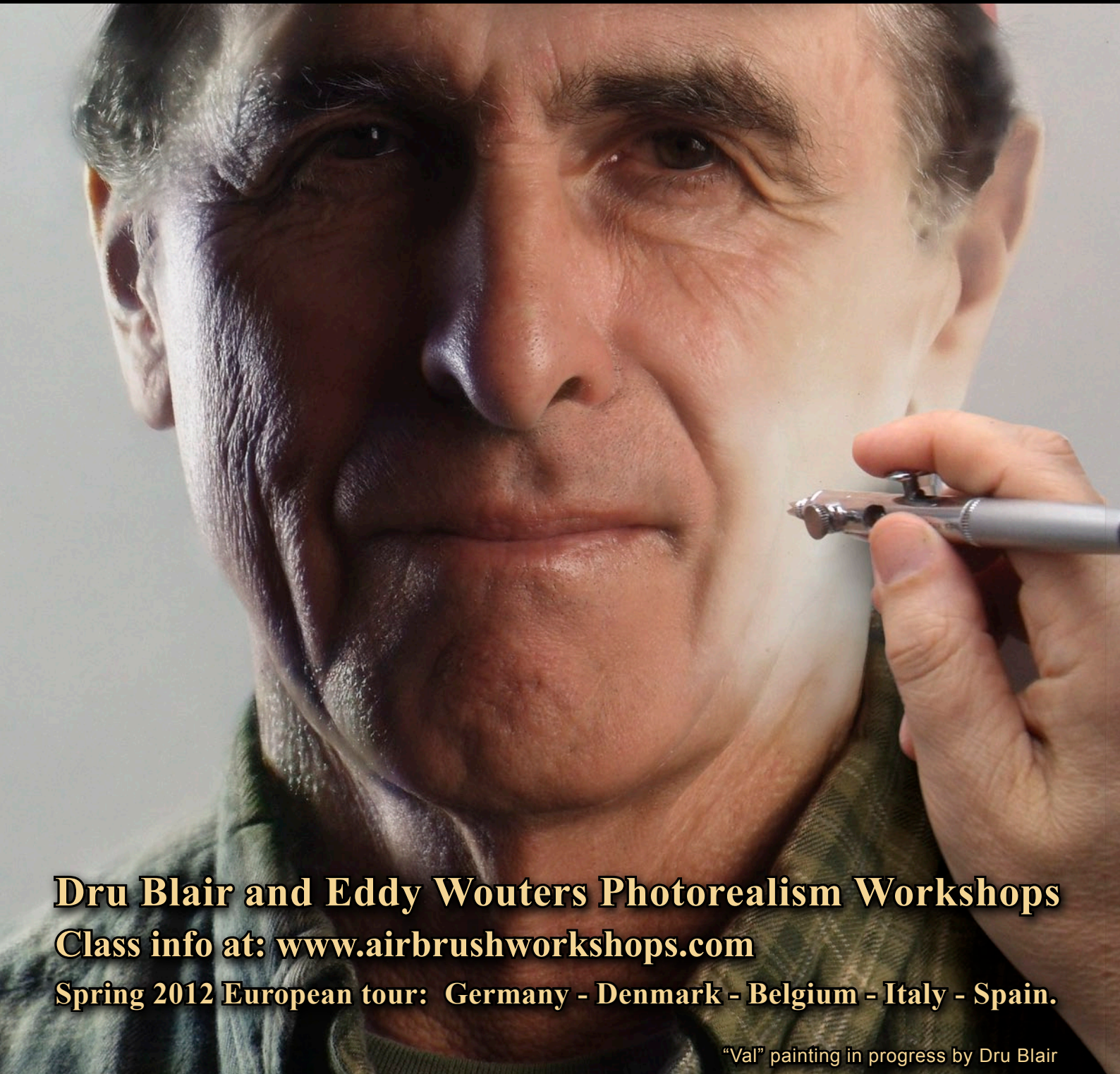


Experience the power of two.

Take your airbrush art to the next level with our European workshops.
We offer 63 years of combined airbrush experience to enhance your skills.



Dru Blair and Eddy Wouters Photorealism Workshops

Class info at: www.airbrushworkshops.com

Spring 2012 European tour: Germany - Denmark - Belgium - Italy - Spain.

"Val" painting in progress by Dru Blair



Realism



Portraits



Custom Painting



Advanced Portraits

Introduction to our European airbrush tour:

Join **Dru Blair** and **Eddy Wouters** on their European tour in 2012. With a combined airbrush experience of **63 years**, they will leave no question unanswered and no stone unturned.

The classes are centered around the **Color Buffer Technique**, which is a complete guide and an artistic manual that will allow you to understand how we perceive the visual world and the principles or 'secrets' of photorealism.

CBT (Color Buffer Technique) is a system that is more than just adding white to a transparent color. **CBT** offers an artist a myriad of techniques and solutions designed to work in concert with the airbrush, and that includes (but are not limited to) the 21 elements of vision, eraser and blade techniques, masking solutions, the 10 rules of realism, perception, and of course, opaque and transparent paint.

The map below gives you a quick visual overview of our schedule and geographic locations. More can be found on the pages to follow. The information in this brochure will hopefully provide you with all the data that you need with regards to workshop locations, course content, dates, and costs.

Dru, Eddy and our local hosts in each individual country (see last pages), are at your disposal to answer any remaining questions that you might have, so please don't hesitate to contact us. We hope to welcome you in **Hamburg, Denmark, Belgium, Italy** or **Spain**. We are, in every sense of the word, committed to your success.

Ayn Rand once stated the following: "Nature to be commanded, must be obeyed". We will show you how you can achieve this.



Class 1 - Photorealistic Illustration:

Updated especially for this European tour, this hands-on workshop covers various techniques to photorealistic product illustration paintings.

Dru Blair and **Eddy Wouters** will present several projects demonstrating the techniques which apply to painting photorealistic ice, metal, water, splashes, sweat, glass, fur, and many other attributes that illustrators are often called upon to produce.

All our students will learn to match colors with extreme accuracy and precision through **Dru Blair's Color Buffer Theory**.

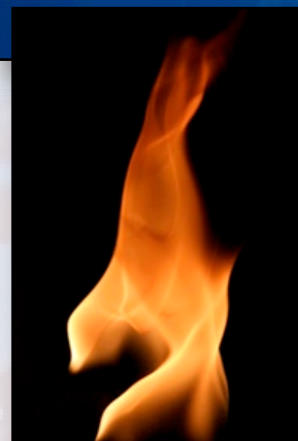
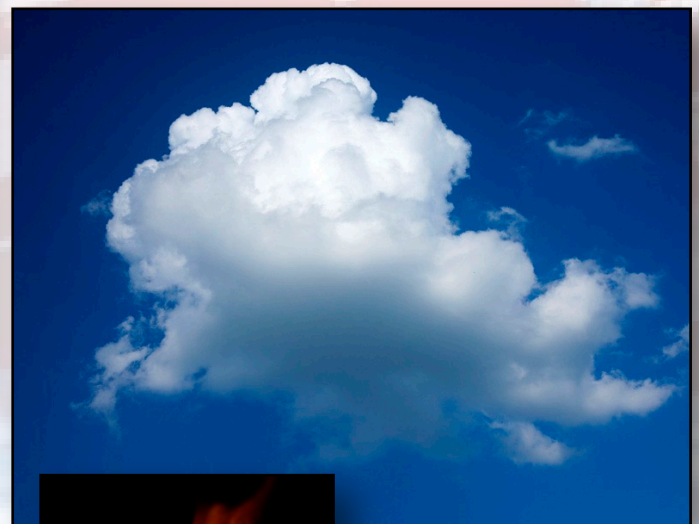
- The ten rules of Photorealism.
- The right tools for the best results.
- How to really understand light.
- 21 points photorealism checklist.
- How to discern problem areas in your artwork that might otherwise have gone unnoticed.
- How to develop observation skills that allow you to expand your visual discrimination.
- How to make fur look real.
- How to paint photorealistic fire, water, ice, clouds and trees.
- Split paper/frisket techniques.
- Shield - reveal and shield - conceal techniques.
- BCR or Buffer Contrast Reduction.
- Bounce method.
- Eraser techniques.
- The proper use of frisket.
- How to use liquid frisket effectively.
- Frisket overlap method.
- Single color multiplier and when to use it.
- Step method for transitions.
- Skeet method for creating skin texture.
- Creating textures with chemicals.



“Bud Dry” Illustration by Dru Blair

These are just some of the topics covered:

- Mastering color.
- Understanding Dru's color buffer theory.
- Transparent vs opaque techniques.
- Achieving perfect proportions.
- How to survive catastrophic painting errors.
- Understanding white and the impact that it has on your images.
- Dealing with color shifts.
- How to match a color dead-on every time.
- How to market and price your work.



Some projects from the Photorealistic Illustration Class

Class 2 - Photorealistic Portraits:

Newly updated for this unique tour, this hands-on workshop covers the techniques and approaches to portrait illustration.

Dru Blair and Eddy Wouters will demonstrate the techniques of painting photorealistic skin tones, hair, lips, eyes, backgrounds, and many other attributes that make up a well-executed photorealistic portrait.

You will learn to quickly match skin, hair, and eye colors with extreme accuracy and precision through **Dru Blair's Color Buffer Theory**.

Although portrait painting may seem formidable, this workshop is designed with both the novice and veteran artist in mind.



“Alex Arden” workshop project by Dru Blair



“Tica” artwork by Dru Blair

These are just some of the topics covered:

- How to create accurate fleshtones.
- Mastering color.
- Transparent vs opaque techniques.
- Achieving perfect proportions.
- How to survive catastrophic painting errors.
- Understanding white and the impact that it has on your images.
- How to match a color dead-on every time.
- The ten rules of Photorealism.
- How to really understand light.
- 21 points photorealism checklist.
- How to discern problem areas in your artwork that might otherwise have gone unnoticed.
- How to develop observation skills that allow you to expand your visual discrimination.
- How to make hair look real.
- Rendering hair, lips, and eyes with accuracy.
- Split paper/frisket techniques.
- Shield-reveal and shield conceal techniques.
- Bounce method.
- Eraser techniques.
- The proper use of frisket and liquid frisket.
- BCR or Buffer Contrast Reduction.
- Frisket overlap method.
- Single color multiplier and when to use it.
- Step method for transitions.
- Skeet method for creating skin texture.
- Creating textures with chemicals.

Class 3 - Advanced photorealistic Portraits:

This advanced workshop covers the techniques and approaches to photorealistic portrait painting as seen in the painting above. Realistic skin texture can be difficult to achieve if you don't know what to look for and how to reproduce it correctly.

In this advanced Portrait workshop, **Dru will demonstrate his approach** to painting convincingly accurate skin textures, as well as lips, eyes, facial hair, and many other attributes that make up a well-executed photorealistic painting. Students will learn to render skin, hair, and eye colors with extreme accuracy and precision using their knowledge of **Dru Blair's Color Buffer Theory**.

Attention: you must have taken at least one Portrait workshop with Dru Blair or Eddy Wouters, prior to enrolling in this one. There will be no first day morning lecture, so students will have more time to work on their projects. For now, this workshop will only be offered in Germany and Spain.



“Floyd” painting by Dru Blair (actual Advanced Portrait Project)

These are just some of the topics covered:

- How to create extremely accurate fleshtones for complex skin.
- Mastering and applying skin colors.
- Transparent vs opaque techniques.
- How to make and match a transparent skin tone.
- How to survive catastrophic painting errors.
- Tweaking and controlling problem areas.
- How to match a color perfectly every time.
- The 10 rules of Photorealism.
- Advanced techniques with texture creating tools.
- How to really understand light and shadows.
- 21 points photorealism checklist.
- How to discern problem areas in your artwork that might otherwise have gone unnoticed .
- How to make hair look real.
- Rendering facial details such as skin texture, hair, lips, and eyes with great accuracy.
- Split paper/frisket techniques.
- Shield-reveal and shield conceal techniques.
- Bounce method.
- Eraser techniques.
- Frisket versus paper.
- How and when to use liquid frisket.
- Frisket overlap method.
- Single color multiplier and when to use it.
- The Step method for transitions.
- The Skeet method for texture.
- Creating textures through chemistry.
- BCR or Buffer Contrast Reduction.

Class 4 - Custom Painting:

Experience the workshop that gives you real-world experience with custom painting realistic objects on a curved surface. This hands-on workshop by Dru Blair and Eddy Wouters reveals all the secrets to painting a chrome skull, smoke, and fire on a chopper tank.

The techniques of **creating convincing chrome and fire** will be taught over the course of 4 days, as well as lessons in color theory and visualization.

These are just some of the topics covered:

- How to prepare your surface prior to painting.
- How to achieve more realistic effects with your automotive work.
- Learn about the differences and similarities in Custom Painting and Illustration.
- Determine placement and proper composition on 3 dimensional surfaces.
- How to render chrome and other metals correctly
- How to render fire and smoke effects correctly
- How to use color contrast techniques to achieve maximum impact.
- How to understand light and reflections.
- How to develop observation techniques that will expand your visual discrimination.
- Split paper/frisket techniques.
- Shield-reveal techniques.
- Shield-conceal techniques.
- Bounce method.
- The proper use of frisket and fine line tape.
- Frisket overlap method.
- How to discern problem areas in your artwork that might otherwise have gone unnoticed.
- How to develop observation skills that allow you to expand your visual discrimination.



2012 European Tour schedule:

1 - Germany, Hamburg :

Photorealism Workshop:

29 March - 1 April, 10-19 h (4 days)
650 Euro incl. lunch, drinks and material
Airbrush Step by Step magazine, Hamburg
Max. Number of seats: 12

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Portrait Workshop:

5 - 8 April, 10-19 h (4 days)
650 Euro incl. lunch, drinks and material
Airbrush Step by Step magazine, Hamburg
Max. Number of seats: 12

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Advanced Portrait Workshop:

10 - 15 April, 10-19 h (6 days)
950 Euro incl. lunch, drinks and material
Airbrush Step by Step magazine, Hamburg
Max. Number of seats: 12

Important: Students **must** have taken at least one photorealism/portrait workshop with **Dru Blair** or **Eddy Wouters** prior to enrolling in this Advanced Portrait Workshop.

Contact info for Germany:

Airbrush Step by Step
Tel: (+ 49) 40 48 50 18 63
info@airbrush-magazin.de
<http://www.airbrush-magazine.net>

2 - Denmark, Aalborg :

Photorealism Workshop:

19 - 22 April, 10-19 h (4 days)
595 Euro incl. lunch, drinks and material.
Heidi Christensen - Ch- Art, Aalborg
Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Custom Painting Workshop:

26 - 29 April, 10-19 h (4 days)
595 Euro incl. lunch, drinks and material.
Heidi Christensen - Ch- Art, Aalborg
Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Portrait Workshop:

3 - 6 May, 10-19 h (4 days)
595 Euro incl. lunch, drinks and material.
Heidi Christensen - Ch- Art, Aalborg
Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Contact info for Denmark:

Heidi Christensen - Ch- Art, Aalborg
Tel: (+ 45) 31 45 69 41
kip@ch-art.dk
<http://www.ch-art.dk>

2012 European Tour schedule:

Airbrush Festival - 30 International Artists at work.

12 - 13 May, 10-18 h (2 days)

Dru Blair and **Eddy Wouters** will be special guests at the **Airbrush Festival** in Antwerp, Belgium. 30 of the world's best International airbrush artists will exhibit their work at one of the most exotic locations of the city: The Cruise Terminal, situated on the river, next to the old city. **After the show in Antwerp, regular workshops will continue.**

Contact info for the Airbrush Festival:

Tel: (+32) 15 51 37 02 Website: <http://www.airbrush-show.com>

3 - Belgium, Antwerp :

Custom Painting Workshop:

17 - 20 May 10-19 h (4 days)

550 Euro incl. lunch, drinks and material

Eddy Wouters - SMART Productions, Antwerp

Max. Number of seats: 10

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Portrait Workshop:

24 - 27 May, 10-19 h (4 days)

550 Euro incl. lunch, drinks and material

Eddy Wouters - SMART Productions, Antwerp

Max. Number of seats: 10

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Contact info for Belgium:

Eddy Wouters - SMART Productions

Tel: + 32 (0)3. 28. 88. 935

eddywouters@telenet.be

<http://www.airbrushparadise.com>

4 - Italy, Bologna :

Custom Painting Workshop:

31 May - 3 June, 10-19 h (4 days)

550 Euro incl. lunch, drinks and material.

Lorena Straffi - Scuola Delle Arti, Bologna

Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Portrait Workshop:

7 - 10 June, 10-19 h (4 days)

550 Euro incl. lunch, drinks and material.

Lorena Straffi - Scuola Delle Arti, Bologna

Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Contact info for Italy:

Lorena Straffi - Scuola Delle Arti, Bologna

Tel: (+ 39) 327 9 17 95 06

info@scuoladellearti.com

<http://www.scuoladellearti.com>

2012 European Tour schedule:

5 - Spain - Valencia :

Portrait Workshop:

21 - 24 June, 10-19 h (4 days)
595 Euro incl. lunch, drinks and material
Todo - Aerografia, Valencia
Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Advanced Portrait Workshop:

25 - 29 June, 10-19 h (5 days)
695 Euro incl. lunch, drinks and material
Todo - Aerografia, Valencia
Max. Number of seats: 16

Important: Students **must** have taken at least one photorealism/portrait workshop with **Dru Blair** or **Eddy Wouters** prior to enrolling in this Advanced Portrait Workshop.

Custom Painting Workshop:

1 - 4 July, 10-19 h (4 days)
595 Euro incl. lunch, drinks and material
Todo - Aerografia, Valencia
Max. Number of seats: 16

Requirements: Good control of the airbrush is expected. Experience in photorealism or portraiture is not required.

Contact info for Spain:

Todo - Aerografia, Valencia
Tel: (+ 34) 961 11 52 69
info@auto-art.es
<http://www.todo-aerografia.com>

Workshops powered by:



Dru Blair
Blair School of Art
4935 Buckhead Road, Blair,
South Carolina 29015 - USA

Eddy Wouters
SMART Productions bvba
Jonghelinckstraat 8A,
2018 Antwerp, Belgium