

Robert Chang



Robert has been working professionally in creative art and entertainment industries since 1991. He has worked as an artist, art director, music composer/songwriter, writer, director, and photographer, and has worked in film/television, animation, video games, illustration, comic books, music, photography, publishing, and education. He has taught at Academy of Art College and The Art Institute in San Francisco, and currently teaches a popular online professional artists' workshop, "Becoming a Better Artist" for CG Master Academy: <https://www.cgmasteracademy.com/courses/30-becoming-a-better-artist>

As a passionate and dedicated instructor, Robert has been teaching others how to achieve their creative aspirations, regardless if the goal is becoming a creative professional, or simply to add some joy and romance to one's life through creative hobbies.

Artwork Portfolio: <https://www.artstation.com/artist/robertchang>

Photography Portfolio: <https://www.flickr.com/photos/32242855@N00/albums/72057594095034856>

Personal Website/Portfolio: <https://www.ethereality.info>

In-person and Online Lessons (Children & Adults)

Sundays, 12:30-1:30 PM, \$300 (per year, for Chinese school students), \$380 (for other students)

Robert teaches all types of visual art—from fine art, video game and movie concept art, GUI design (Graphic User Interface), 3D modeling/ texturing, animation, storyboarding, comic books, illustration, to photography. He also teaches both digital and traditional.

Traditional Drawing & Painting: Draw and paint various subject matters using watercolor, oils, acrylic, pastel, charcoal, pen & ink, markers, etc.

Digital Art: Drawing, painting, and design using computers and mobile devices such as iPad or iPhone using art and design apps.

Digital art is what all creative industries use today because it is much more powerful, versatile, and practical. There are no messy spills, no getting paint on clothes and furniture, no cleaning up of brushes, and you do not have to constantly buy new paint and paper. You can do digital art anywhere using your laptop or tablet, and you can easily undo mistakes and have lots of tools that traditional art does not have. Students are much more creative and courageous when they do digital art because it's easy to fix mistakes or change their mind, and they are more likely to experiment and try something new and interesting, instead of being afraid of ruining their artwork. There is no such thing as "you can't really learn how to draw" with digital, because the eye-to-hand coordination, muscle memory, and visual art foundations (composition, perspective, values/lighting, color theory, anatomy, line quality, brushwork, etc.) are all the same no matter if it's traditional or digital—the only difference is the tool used.

Photography/Videography: Portraits, food, product, still life, location, events, travel, landscape, architecture, fashion, editing and retouch.

Even if you don't have a "serious camera" and only shoot with a smartphone, you can still learn how to take much better photos and videos, capturing precious memories of your loved ones, posting on social media, recording social gatherings, hobbies, and special events such as graduations and recitals.

Writing/Storytelling: Learn to write better essays, short stories, novels, and screenplays. Do you want to be able to communicate your ideas and thoughts more effectively, using language that is evocative and persuasive? Want to be a storyteller? Learn about dramatic structure, character arcs, conflict and resolution, pacing, effective prose, thematic purpose, and how to entertain your readers.

Music Composition/Production/Songwriting: Learn how to compose music, write songs, arrange, and produce using DAWs (Digital Audio Workstation software), plug-ins, and various musical instruments, utilizing computers or mobile devices (iPad). Whether you are into K-pop, anime/movie/game soundtracks, EDM, classical, jazz, rock/metal, hip-hop, or any other genres, you can learn how to compose and produce them.

Video Game Design: Learn how to turn your ideas into actual games by understanding the foundations of game mechanics, GUI design, level design, sound design, concept art, 3D modeling, and animation.

Contact Information

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