

Introduction to **3D EasyArt™**

In "The Book of Genius", Tony Buzan and Raymond Keene ranked *Leonardo da Vinci* as the greatest genius of all time. *da Vinci* was an anatomist, architect, botanist, city planner, costume and stage designer, chef, humorist, engineer, equestrian, inventor, geographer, geologist, mathematician, military scientist, musician, painter, philosopher, physicist and raconteur. *da Vinci* proclaimed that he became a genius simply because he started to draw. Drawing and sketching had enabled him to be highly observant, creative and able to see things or solve problems from different perspectives. This has fulfilled one of the 8 intelligences namely "Visual Spatial Intelligence" identified by Dr Howard Gardner. Among *da Vinci's* most famous paintings is *Mona Lisa*.

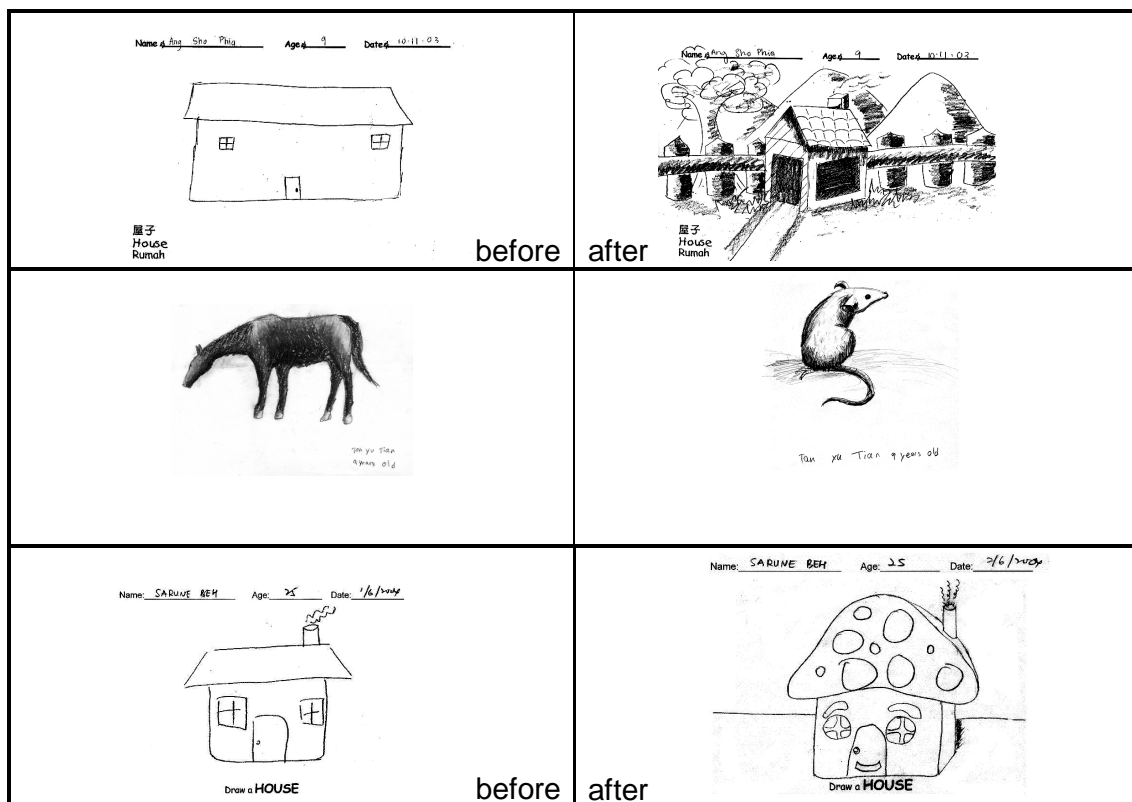
Everyone is a genius in their own ways because of their immense brain potential. **3D EasyArt™** Program and workbook are specially researched and developed as part of a whole-brain development program (**QBrain™ Method**) that helps to expose the *da Vinci* in every individual.

3D EasyArt™ helps to excavate the unlimited potential by increasing their observation, creativity and drawing skills to put 3 Dimension images on records. This is the approach to train mankind to adapt to the 21st Century, "Whole-Brain Revolution".

3D EasyArt™ is a simple and fun way to:

- ...Learn the Fundamental of Genius Drawing Skills
- ...Fulfill Visual Spatial Intelligence
- ...Promote Left and Right Brain Coordination
- ...Increase Hand-Eye-Brain Synchronization
- ...Enhance Observation Skills

- ...Nurture Creativity
- ...Stimulate Independent Thinking
- ...Enhance Positive Thinking and Perseverance
- ... See Things from Different Perspectives
- ...Introduce Mind Mapping



根据《天才之书》，达文西作为世纪天才之首因为他本人是百分之百的“全人类”。他是天文学家、解剖师、建筑师、植物学家、城市制图者、厨师、工程师、骑马师、发明家、地理学家、地质学家、数学家、军事科学家、音乐家、美术家、哲学家、物理学家等。

达文西强调他之所以能够如此是因为他从绘画和素描中拥有超高的观察力、创造力和想象力来解决问题或以不同观点来看某件事，他的作品“蒙娜丽莎”和“最后晚餐”就是这类代表作。

而 3D EasyArt 便是完全依照优脑（QBrain Method）和达文西的方法而创造并且符合了“8大智慧”里的‘智能空间’。我们的希望工程是开发学习者（Learner）或人类的潜能使其达到 21 世纪“全脑革命”的目标。

3D EasyArt 与传统绘画的区别：

- 学习基本天才绘画
- 不用橡皮擦，不修改
- 从‘点’开始分享构图
- 眼、耳、口、手、脑五维并用学习
- 推理联想、提高想象力和冥想能力
- 促进左右脑互相的沟通和综合
- 促进观察力和刺激独立思考力
- 赏识、激励和情境引导
- 增进正面思想及恒心毅力
- 脑海图应用 (Mind Mapping)
- 活化和强化脑力

