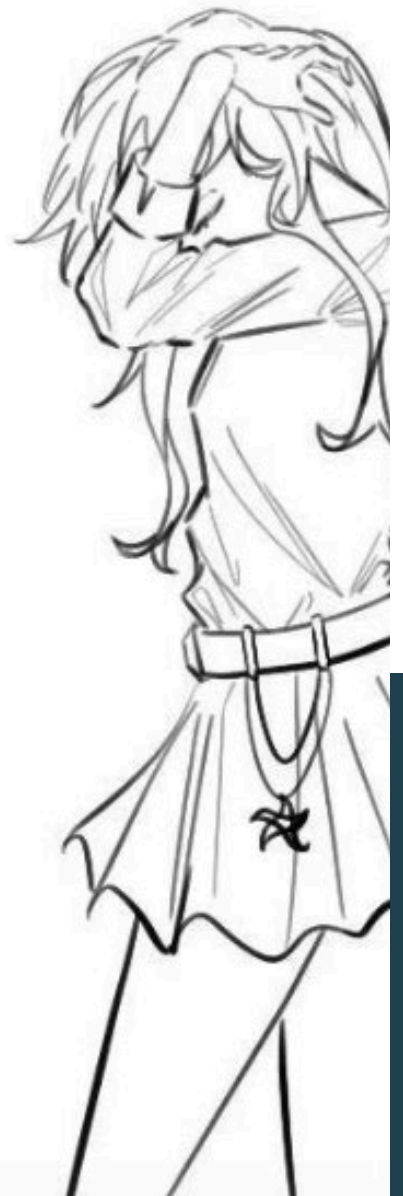


CAMBRIDGE
SCHOOL OF
VISUAL &
PERFORMING
ARTS

Illustration & Comics





For students who want to apply their drawing talents to the art of comic book storytelling. Learn about the many Influences comics, and their characters, have had on society. You will gain an understanding of effective visual storytelling techniques as well as best practices for the comic creation process. Using traditional materials such as pencil and ink, you will create a visual narrative accompanied by a written script.

WHAT'S INCLUDED



TUITION

Students will take part in at least 25 hours of practical lectures and skills workshops. They will design, create and present a comic to their class.



ACTIVITIES

We offer a variety of onsite evening activities including sports, discos and team games. Our activities provide opportunities for students to have fun and make international friends.



EXCURSIONS

Excursions allow students to really get to know the USA. We use destinations such as Downtown Boston as a classroom, where students will find historic and cultural information through guided walking tours and visits to museums and other places of interest.



EDUCATIONAL VISITS

Our educational visits provide the perfect complement to lectures and workshops and give a real world perspective to our courses. They include tours of the Harvard Museum of Natural History and comic shops in Harvard Square.



CERTIFICATE

Awarded for the successful completion of the course.

LEARN FROM PROFESSIONALS

Our Illustration & Comics course is taught by Kent Archer. Kent has taught art courses at the School of the Museum of Fine Arts in Boston, Sacred Heart High School in Kingston Massachusetts and numerous local art centers. He has worked in the field of comic books since 2005 when he co-launched the popular webcomic – Dr McNinja. His work has been published by Archie Comics, IDW Publishing, Dark Horse Comics, and Topps Trading Cards

BROADEN YOUR SKILLS IN THE INDUSTRY

Kent Archer has studied under some of comics' biggest and most successful artists, and his work has been published by mainstream comic companies. You will learn the process behind making comics as well as learn the secrets to being successful in the comic book business. This course will help you prepare for portfolio reviews with editors as well as emphasize the importance of meeting deadlines once you're given your first comic book gig!

DEVELOP YOUR SKILLS IN:

In this introductory course, students will develop skills across all phases of the comic book creation process. From writing to coloring, students will explore and experiment with the tools, formats, and mediums used by professionals.

SCRIPTWRITING

In the business of comics, it is often the case where one person writes the story and another draws the comic. Students will learn how to put their vision into words and write a detailed, professionally formatted script.

DEVELOPING CHARACTERS

What makes a character relatable and believable? Why do we care about characters and how do they affect our emotions? We will discuss these ideas and learn how to write multidimensional characters.

COMIC VOCABULARY

What is a panel? What are closure and juxtaposition? We will discuss the terminology in the universal language of comics.

DIGITAL COLORING

Capture the eye of the reader with brilliant colors using Adobe Photoshop. We will learn the importance of a limited color palette and how to effectively create mood and contrast.

PAGE LAYOUT AND COMPOSITION

Comics are a visual medium first and foremost. A visually enticing comic page can help effectively tell the story. The job of the artist is to create illustrations that capture the reader, tell the story and, simply put, look cool!

PERSPECTIVE

The ability to draw characters and environments in perspective is essential in creating the illusion of depth. This illusion helps create a believable three dimensional world on the comic page.

THE BUSINESS OF COMICS/ SELF-PUBLISHING & WEB COMICS

So, now you want to make comics for a living. We will discuss how to break into the mainstream business and work for the largest publishers as well as self-publishing your work in print or on the web.

Maximum class size

18 students

Accommodation

Single en-suite room

Meals are included (breakfast, lunch and dinner)

Excursions are also included

Requirements

Age: 14+

Minimum English standard:

Equivalent to IELTS 5.0+/ Intermediate

Start Dates available:

Sunday 16th July 2023 (two weeks)

Price:

\$4,015 (two weeks)

Programme Outcomes

1. You will develop an understanding of the techniques used for storytelling in comic books
2. You will develop your understanding through experimentation with a variety of drawing, inking and coloring techniques
3. You will have the opportunity to discuss your work and share your ideas with your tutor who is an industry professional

Week 1	MORNING 09:00-12:00		12:00-13:30	AFTERNOON 13:30-16:00	EVENING 19:30-22:00	
Sunday	Arrival, induction and campus tour				Welcome Evenings	
Monday	BREAKFAST	Discussions on what makes good storytelling and scriptwriting	LUNCH	Writing your story and script	Team Building exercises	
Tuesday		How to develop characters Continue writing your script		Comic vocabulary, page layout/ composition, thumbnail sketching	Students vs Staff Sports	
Wednesday		Figure Drawing		Rules of Comics Drawing your comic	American Culture Trivia Night	
Thursday		Continue drawing your comic		Drawing at Harvard Museum of Natural History and comic shops in Harvard Square	International Night	
Friday		Continue drawing your comic		Learning perspective for panel backgrounds	Disco Dance Party	
Saturday		Included Full Day Excursion: Canobie Lake Park			Chill Out Evening	
Week 2	MORNING 09:00-12:00		12:00-13:30	AFTERNOON 13:30-16:00	EVENING 19:30-22:00	
Sunday	Full day of trips and excursions e.g. local activity centers, shopping and local points of interest				American Culture Evening	
Monday	BREAKFAST	History and influence of comics	LUNCH	Studio time to draw or ink your comic	Ice Breaker Activities	
Tuesday		Introduction to the art of inking		Movie trip	Team Building exercises	
Wednesday		The business of comics Self-publishing your comics Studio time		Figure drawing	Fashion Show	
Thursday		Studio time to draw or ink your comic		Introduction to Digital Coloring	"Boston's Got Talent!" Talent & Karaoke Show	
Friday		Studio time to draw or ink your comic		Present finished comics to rest of class	Disco Dance Party	
Saturday		Included Full Day Excursion: Newport, Rhode Island			Goodbye Party	

This is a sample programme and all elements may be subject to change.