

FANTASY ART WORKSHOP'S

ILLUSTRATION INTENSIVE

JUNE 18-22, 2018

MILWAUKEE, WISCONSIN • ALVERNO COLLEGE

Workshop Assignments

What you need to do:

1. Choose one (1) assignment only. You have a total of 12 assignments to choose from.
2. Create 1 to 3 rough sketches of your illustration (8.5"x11" or A4 max size for each sketch)
3. Bring print outs of your rough sketch/s with you to the workshop (as well as the original drawings). Also print out and bring any thumbnail drawing/s you might have done before you did your rough sketch.
4. Write your full name on the front of your rough sketch print out/s.

Note for digital artists: Even though you are creating digital art, we still need to pin your rough sketches to the wall at the workshop. So please bring print outs.

Rough sketches are not finished, polished sketches. But they aren't as simple as thumbnail sketches either. A rough sketch should give an idea of the placement of all the major elements in your illustration, and is also where you work out your composition. A rough sketch is not the place where you try to get anatomy, perspective, or environmental details worked out. **Watch the video to see a sample rough sketch.**

DO NOT create a final sketch. The faculty will be critiquing everyone's rough sketches on the first day of the workshop. After your critique, which may include changes to the rough, you will create your final sketch.

DO NOT submit your rough sketch to us before the workshop. The first time the faculty wants to see your rough sketch is on the first day of the workshop when the sketches are pinned to the wall.

DO have fun! This workshop is your opportunity to have fun and grow as an illustrator. Choose an assignment that you know will be fun for you. Or choose one that is challenging. Either way, we're going to push you beyond your comfort zone to create a great illustration.

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For all assignments, keep your traditional art 16"x20" or smaller. If you work larger, you run the risk of not finishing the art during the workshop.

We avoided getting too specific with the assignment descriptions so that you have plenty of room for interpretation and experimentation.

Trading Card Game

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Option 1: ANGEL

A powerful angel floats amongst the clouds holding a staff topped with a magical crystal. Rays of light shoot from the crystal.

- Your art must be in landscape (horizontal) format.
- The angel has wings.
- Human or non-human, male or female.
- Can be a dark (evil) or light (good) angel.
- Angel could be wearing angelic armor, flowing robes or a combination of both.

Option 2: KNIGHT

A knight on horseback charges with weapon drawn.

- Your art must be in landscape (horizontal) format.
- Human or non-human, male or female.
- Can be a dark (evil) or light (good) knight.

Option 3: ZOMBIE

A zombie, or zombies, attack the viewer.

- Your art must be in landscape (horizontal) format.
- Human or non-human, male or female.
- Art should be scary and eerie using dark to earth tone colors.
- Okay to show blood and mild amount of gore, but do not go overboard with gore. This piece should be more scary than gory.

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Book Cover

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Option 1: FANTASY NOVEL

A fantasy scene of your choosing featuring either a character, creature, or item as the main focus of the art.

- Your art must be in portrait (vertical) format.
- Your art must have a setting/environment.
- Your art should have a narrative quality. In other words, there should be something about the art that hints at a story.
- Your art must leave room at the top for title text and bottom for author credit. You will NOT be designing any text for this book cover. You'll only be leaving room for text.

Option 2: SCI-FI NOVEL

A science fiction scene of your choosing featuring either a character, creature, or item as the main focus of the art.

- Your art must be in portrait (vertical) format.
- Your art must have a setting/environment.
- Your art should have a narrative quality. In other words, there should be something about the art that hints at a story.
- Your art must leave room at the top for title text and bottom for author credit. You will NOT be designing any text for this book cover. You'll only be leaving room for text.

Option 3: ROLE-PLAYING GAME SOURCEBOOK

A scene of your choosing featuring more than one character or creature as the main focus of the art.

- Your art must be in portrait (vertical) format.
- Your art must have a setting/environment.
- Your art should have a narrative quality. In other words, there should be something about the art that hints at a story/campaign.
- Genre is your choice (fantasy, sci-fi, historical, war games, etc.)
- Your art must leave room at the top for RPG logo/title and bottom for campaign name. You will NOT be designing any text for this RPG cover. You'll only be leaving room for text.

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Children's Book Cover

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Option 1: FOLKTALE, FAIRY TALE, OR MYTH

Illustrate the cover from a folktale, fairy tale, or myth from any culture of your choosing.

- If you're illustrating a picture book cover, your art can be in either portrait (vertical) or landscape (horizontal) format.
- If you're illustrating a middle grade or young adult book cover, your art must be in portrait (vertical) format.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room at the top for title text and bottom for author credit. You will not design any text for this book cover. You're only leaving room for text.

Option 2: BEST FRIENDS

Illustrate a cover where the focus is on the relationship between two or more characters.

- Characters can be human, non-human, or a combination.
- If you're illustrating a picture book cover, your art can be in either portrait (vertical) or landscape (horizontal) format.
- If you're illustrating a middle grade or young adult book cover, your art must be in portrait (vertical) format.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room at the top for title text and bottom for author credit. You will not design any text for this book cover. You're only leaving room for text.

Option 3: HOLIDAY, SEASON, OR CELEBRATION

Illustrate a cover where the focus is on a holiday (Thanksgiving, Kwanza, cinco de mayo), season (Spring, Summer, Fall, Winter), or celebration (baptism, bar mitzvah, loss of first tooth, birthday).

- If you're illustrating a picture book cover, your art can be in either portrait (vertical) or landscape (horizontal) format.
- If you're illustrating a middle grade or young adult book cover, your art must be in portrait (vertical) format.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room at the top for title text and bottom for author credit. You will not design any text for this book cover. You're only leaving room for text.

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Portfolio Showcase

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This category is for those artists who wish to create a piece of art outside the above mentioned suggestions. For example, this category would work for an artist looking to create a piece of art tailored to a particular client.

Option 1: STEAMPUNK

Create an illustration with a steampunk theme. Steampunk is a genre of science fiction that has a historical setting and typically features steam-powered machinery rather than advanced technology.

- Your art can be either portrait (vertical) or landscape (horizontal) format.
- Your art can feature one or more characters, creatures, or items.
- Your art can have a setting/environment or not.

Option 2: SUPERHERO

Create an illustration with a superhero theme.

- Your art can be either portrait (vertical) or landscape (horizontal) format.
- You **MUST** illustrate a superhero of your own creation. Do not illustrate an existing superhero such as Wonder Woman, Spiderman, or Batman.
- Your art can feature one or more characters.
- Your art can have a setting/environment or not.

Option 3: EDITORIAL

Create an illustration that would accompany a magazine article or book interior.

- Your art can be either portrait (vertical) or landscape (horizontal) format.
- Your art should have a narrative quality. In other words, there should be something about the art that hints at the story/article it is illustrating.

Important: Do not stress out over this assignment. It should be fun. This is not a competition with other artists. You are doing this to learn and grow and we are here to help you achieve that.