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FANTASY ART WORKSHOP'S

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# ILLUSTRATION INTENSIVE

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JUNE 17-21, 2019

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MILWAUKEE, WISCONSIN • ALVERNO COLLEGE

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## Workshop Assignments

### What you need to do:

1. Choose one (1) assignment only. There are 12 assignments to choose from.
2. Create one to three rough sketches of your illustration (8.5"x11" or A4 max size each).
3. Bring printouts of your rough sketch(es) 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 printouts.

Rough sketches are not finished, polished sketches, but they aren't as simple as thumbnail sketches either. A rough sketch should give us 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 where you show details of anatomy, perspective, or the environment.

**DO NOT** create a final sketch. The faculty will be critiquing 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 the first day of the workshop when sketches are pinned to the wall.

**DO** keep your traditional art 16"x20" or smaller when you eventually work on your final. If you work larger, you run the risk of not making much progress on your art during the workshop.

**DO** have fun! This workshop is your opportunity to grow as an illustrator. Choose an assignment that you know will be exciting for you but also challenging. Our goal is to push you beyond your comfort zone to create a great illustration.

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## Trading Card Game

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Your trading card game art can be in landscape (horizontal) or portrait (vertical) format.

### Option 1: CREATE YOUR OWN CHIMERA

Historically, a Chimera is a fire-breathing, female monster from Greek mythology with a lion's head, a goat's body, and a serpent's tail. However, feel free to combine any three or more creatures of your choosing. Your creature should be charging, attacking, or displaying their strength. Your creature should relate to their setting. If your creature is set in a South American jungle, then it should have characteristics relevant to that region and culture.

**FOCUS:** The Chimera and its ferocity.

- Do not have to use the Greek mythological aesthetic.
- Could have a rider.
- Chimera could be wearing armor.

### Option 2: ELF WARRIOR

An elf warrior mounted on a forest creature such as an elk, bear, or wolf. But feel free to choose your own forest creature or make one up.

**FOCUS:** The elf warrior.

- Consider various nationalities and skin color (brown, green, white, blue, etc.)
- Creature with elf warrior rider could be leaping through forest.
- Warrior could be blowing a horn, waving a war banner, or sitting quietly on its beast.

### Option 3: MECHANICAL CONSTRUCT

Something a master dwarf, crafty goblin, or cyber scientist might construct.

**FOCUS:** The mechanical object.

- Can be ornate.
- Can be primitive or highly technological.
- Can be small or large.
- Can show it being used or just displayed.
- Consider the object's use when designing it.

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## Book Cover

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Your book cover art can be in landscape (horizontal) or portrait (vertical) format. If you choose horizontal format, this would be consistent with a wraparound book cover design.

### Option 1: FANTASY NOVEL

A fantasy scene of your choosing. Show one or more characters, creatures, items, or a combination thereof as the focus of the art.

- Feel free to find inspiration from an existing book.
- Your art could have a setting/environment but doesn't have to.
- 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 the bottom for author credit. You will NOT be designing text. You'll only be leaving room for text.

### Option 2: SCI-FI NOVEL

A science fiction scene of your choosing. Show one or more characters, creatures, items, or a combination thereof as the focus of the art.

- Feel free to find inspiration from an existing book.
- Your art could have a setting/environment but doesn't have to.
- 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 the bottom for author credit. You will NOT be designing text. You'll only be leaving room for text.

### Option 3: ROLE-PLAYING GAME SOURCEBOOK

A scene and setting of your choosing. Must have three or more characters/creatures as the main focus of the art.

- Feel free to find inspiration from an existing book.
- 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, cyberpunk, etc.)
- Your art must leave room at the top for logo/title and bottom for campaign name. You will NOT be designing text for this cover. You'll only be leaving room for text.

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## Children's Book Cover or Interior

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Your art can be in either landscape (horizontal) or portrait (vertical) format. Feel free to find or create a passage of text to illustrate.

### Option 1: FOLKTALE, FAIRY TALE, OR MYTH

Create an illustration from a folktale, fairy tale, or myth from any culture of your choosing.

- If you're illustrating a middle grade or young adult book, your art may be in landscape (horizontal) or portrait (vertical) format. If you choose horizontal format, this would be consistent with a wraparound book cover design.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room for text whether you've decided to create cover or interior art. You will not design or place text for this book. You're only leaving room for text.

### Option 2: BEDTIME STORY - PICTURE BOOK

Create an illustration where the focus is on that special time of every child's day: bedtime.

- Characters can be human, non-human, or a combination.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room for text whether you've decided to create cover or interior art. You will not design or place text for this book. You're only leaving room for text.

### Option 3: OCCUPATION

Create an illustration focusing on occupations. For example: scientist, artist, construction worker, astronaut, space alien chef, spider master juggler, etc.

- If you're illustrating a book, your art may be in landscape (horizontal) or portrait (vertical) format. If you choose horizontal format, this would be consistent with a wraparound book cover design. A vertical format is consistent with a one-page interior.
- Your art must have a narrative quality. The art should hint at the story.
- Your art must leave room for text whether you've decided to create cover or interior art. You will not design or place text for this book. 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 that is either outside the above mentioned suggestions or more personal in nature. Your art can be either portrait (vertical) or landscape (horizontal) format.

### Option 1: POP CULTURE

Create an illustration that features pop culture imagery and feels more like a gallery piece of art than an illustration. Think about the kind of art you might see in Beautiful Bizarre Magazine or Juxtapoz Magazine.

**FOCUS:** The meaning or message you're trying to convey.

- This kind of art is highly personal in subject matter or message.
- Include pop culture references such as contemporary products, people, or themes.
- Symbolism should play a large role in this piece.

### Option 2: SUPERHERO

Create an illustration with a superhero theme.

**FOCUS:** The superhero and their power/ability.

- Feel free to illustrate an existing superhero such as Wonder Woman, Black Panther, or any of your choosing, but do not copy any existing superhero art.
- Your art can feature one or more characters.
- Your hero can be in a setting/environment or not. What's the right environment for your hero?
- Could be the cover of a comic/graphic novel.

### Option 3: EDITORIAL

Create an illustration that would accompany text, usually a magazine article. Feel free to choose an existing magazine or online article to illustrate.

**FOCUS:** Visual storytelling. How to capture the essence of the article in one image.

- Consider illustrating an abstract concept such as love, greed, or envy.
- Being clever works well here. Create a visual metaphor.



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**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.**

**Here are a few photos from last year's sketch critiques.**

