
FANTASY ART WORKSHOP'S

ILLUSTRATION INTENSIVE

JUNE 10-14, 2024

WWW.FANTASYARTWORKSHOP.COM

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

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

Option 1: ANTHROPOMORPHIC ANIMAL WARRIOR OR MAGE

Depict a fantastical animal warrior or mage wielding a magical weapon/staff.

FOCUS: The character and their weapon.

- Setting and character design is entirely up to you.
- Your character should have human qualities (stance, clothing, expression, etc.)
- Magic depicted can originate from the character or the item they are holding.

Option 2: LAND CARD

Illustrate a mountain, swamp, forest, or island.

FOCUS: The environment.

- Land cards do not generally show people or creatures. But if they do, they are a very small and insignificant part of the card art.
- Mountains are associated with the color red (emotion/fire)
- Swamps are associated with the color black (power/death)
- Forests are associated with the color green (nature/growth)
- Islands are associated with the color blue (knowledge/illusion)

Option 3: ARTIFACT

An artifact is a physical item that a wizard uses. Examples could be a magical weapon, mask, jewelry, plant, building, or many other items. Search online for *Magic: The Gathering* artifacts to give you an idea.

FOCUS: The artifact object.

- Can be ornate.
- Stay away from making the artifact too high-tech or sci-fi looking.
- Can be small or large.
- Can show it being used or just displayed, but focus should always be the object.
- Consider the object's use when designing it.

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Book Cover

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/SCI-FI NOVEL

A fantasy or sci-fi 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.

Option 2: COMIC BOOK

A 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 comic book.
- Depict an existing comic book character or make up your own.
- 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.

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.

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Children's Book Cover or Interior

Your art can be in either landscape (horizontal) or portrait (vertical) format. Feel free to find or create a passage of text to illustrate. Board book, picture book, or middle grade books are acceptable.

Option 1: HOLIDAYS OR TRADITIONS

Create an illustration with a holiday theme or traditions theme.

- 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 2: FRIENDSHIP (PICTURE BOOK OR BOARD BOOK)

Create a illustration where the focus is on the friendship between two or more characters.

- 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: COURAGE (PICTURE BOOK OR BOARD BOOK)

Create an illustration where the subject of your art is exhibiting courage or bravery. For example: Subject overcomes fear of climbing playground equipment or subject is being dropped off for first day of school.

- 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.

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Portfolio Showcase

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: PORTRAIT

Create a biographical portrait showing the subject's likeness and personality or passions. Example: A singer on stage or a firefighter in gear.

FOCUS: The subject and their profession, passion, or personality.

- Can be serious or cartoonish.
- Could be the cover of a magazine/book.
- Can be a self-portrait.

Option 3: EDITORIAL

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

FOCUS: Visual storytelling. 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 previous sketch critiques.

