

Cartooning & Comic Book Illustration

Thomas J. Wallestad, Instructor

Supplies Needed:

Necessary Supplies: *I have listed many optional items below. Prices will vary on art supplies, as does quality. Choices should be based on your wants and needs, beginners or dabblers need not get the most expensive items. Historically, professionals have used all grades of supplies. It doesn't matter whether the supplies are expensive or more affordable; it is the results you desire and your ideas that matter.*

Paper Supplies

- **Sketchbook**- approx. 14" x 17" white sulfite drawing pad suggested (e.g. Strathmore) – *for planning the design, before working on good paper for finished art*
- **Tracing paper** (pad or roll)

Drawing Tools & Drafting Instruments

- An **art supply box** (e.g. fishing tackle box, tool box, Tupperware, cardboard box, etc)
- **Several pencils (2H)** - You may bring various forms of lead hardness. (e.g. 3B, HB, 2H)
- **Pencil sharpener** w/ enclosed shavings container
- **Erasers (white vinyl and kneaded)** (No Pink Pearl erasers)
- **Metal ruler** w/ cork back and/or **transparent grid-lined ruler** w/ beveled edge
- **Right angle** w/ beveled edge
- **X-Acto knife** w/ about a size #11 blade *and/or* **Metal scissors**
- **Masking tape** or **Drafting tape**

Choose **one** adhesive: **glue stick** or **double-sided tape**

Inking Supplies

Winsor & Newton Series 101 Sceptre Gold II round sable/synthetic (#1 or 2) brush or other *narrow* watercolor brushes – *for inking final artwork*

- One bottle of **Sanford Higgins Black Magic Ink, Pelikan Black Drawing Ink, Speedball Super Black India Ink, or Koh-I-Noor Universal Black Drawing Ink** (there are unique qualities to each)
- Bring **can** for water & an **ashtray** or something for bottle of ink to sit in
- **Two or three fine-pointed Black ink pens** – Felt tips pens or pigma markers are ideal Possible brands/types: Sanford Ink's Papermate Liquid Espresso Extra-Fine Line (favorite), Pilot Razor Point, Copic Multiliner pens, Sakura Pigma Micron technical pen (005 to 03), Sakura Pigma brush (marker), Staedtler Mars Graphic 3000 Duo Brush Markers, Pentel Brush Pens, or whatever you choose

Optional Supplies: these items are NOT necessary to purchase for class.

1. **Dipping pens:** crowquill holders and nibs or **Mechanical pens** (e.g. Rapidograph)
2. An old toothbrush and flexible straw – *for inking effects*
3. Mechanical pencil w/ leads
4. Lead pointer holder w/ drawing leads & lead pointer sharpener or lead pointer sandpaper pad
5. A few black Marks-A-Lot or Sharpie markers – *use only for sketching, not inking final art!!!*
6. Gray tone markers, color markers and blender markers (e.g. Design 2 markers)
7. Screentone sheets: Letraset Screen-tone, Letratone, Chart-Pak, or Zip-A-Tone
8. Colored pencils, watercolor pencils or paint (gouche, watercolor, or acrylic)
9. Professionals use Dr. Ph Martin's Bombay Ink liquid watercolors
<http://www.docmartins.com/retailersDomestic.asp>
10. French curve, Flexi-curve, compass, & shape templates
11. Computer coloring and lettering: After scanning a drawing into the computer, most contemporary coloring and lettering uses Adobe Photoshop and/or Illustrator programs.

Please bring as many items from the supply list as you can. If you are unable to get every item on the list, we will have some limited supplies available for campers to use during the camp week.

Concepts:

Your creative ideas are the most important items you can bring to class. Work on a **list of ideas**. Bring along **several sketches of characters or situations** you would like to use or adapt, as well as any other past works you have done. Bring **5-10 comic books** and/or any **favorite cartoon illustrations** that show a wide variety of styles, themes & sources. Please feel free to bring things other than what is typically considered "comic or cartoon" material. We will try to stretch the traditional boundaries of the medium. Collect any **imagery** (magazines, photos, etc.) or **objects** you find interesting for drawing references.

- If you want to listen to music, bring headphones. Do not let it distract you from any lecture or listening to the artistic voice in your head.

Visit your local library to find some of these Suggested Readings: •• highest recommendation

****Comics & Sequential Art and Graphic Storytelling & Visual Narrative** – by Will Eisner

<http://willeisner.com/>

****Understanding Comics: The Invisible Art, Reinventing Comics: How Imagination and Technology are Revolutionizing an Art Form, and Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels** - and visit <http://www.scottmccloud.com/> – by Scott McCloud
Visual Storytelling: The Art and Technique – by Tony Caputo

Panel Discussions: Design in Sequential Art Storytelling – by Durwin Talon

The Making of a Graphic Novel: The Resonator – by Prentis Rollins

Perspective! for Comic Book Artists: How to Achieve a Professional Look in Your Artwork -- by David Chelsea

Constructive Anatomy, Complete Guide to Drawing from Life, etc. -- by George Bridgman

Dynamic Anatomy, Drawing Dynamic Hands, etc. -- by Burne Hogarth

How to Draw the Marvel Way – by John Buscema

The New Official Marvel Try-Out Book – by Marvel Comics

How to Draw (The Best of Wizard Basic Training) series – by Wizard Entertainment (various)

How to Draw Manga series – by Graphic-Sha

The Complete Guide to Comic Book Inking: 2nd Edition – by Gary Martin

Alan Moore's Writing for Comics: Vol. 1 – by Alan Moore

Writing for Comics with Peter David – by Peter David

The DC Comics Guide to Writing Comics -- by Dennis O'Neil

The DC Comics Guide to Penciling Comics -- by Klaus Janson

The DC Comics Guide to Inking Comics -- by Klaus Janson

The DC Comics Guide to Coloring and Lettering Comics – by Mark Chairello & Todd Klein

<http://en.wikipedia.org/wiki/Comics>

You have several options for buying your supplies for camp.

Option 1:

For your convenience you can order all of your supplies from Tradewinds, a local art supply store. You can pay them in advance and all of your supplies will be delivered to camp for you by the time you arrive. Tradewinds has been working with us to get us great deals on our materials. They have copies of all of our supply lists, and they can modify the list anyway you want. For example, your class calls for a ruler, but you plan to bring your ruler from home. No problem, Tradewinds will customize your order and sell you only what you need. Give them a call at 920-432-0270 or 1-800-449-0270. You can also email them at tradewinds@tds.net.

Option 2:

You can buy your supplies independently and bring them with you on the first day of camp