

UW-Green Bay Summer Art Studio
June 13-17, 2022

Cartooning & Comic Book Illustration
Prof. Thomas J. Wallestad, Instructor

Welcome Cartooning & Comic Book Illustration Students!

ART SUPPLIES

Necessary Supplies:

**Note: 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, as 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
- Choose **ONE** paper type for finished inked art (2 to 3 sheets):
 1. 11" x 17" or bigger- **Bristol board** (2-ply, hot-pressed smooth) {Best}
 - OR-
 2. 11" x 17" or bigger- **non-photo/ non-reproductive blue lined comic art boards** (e.g. Blue Line Art) <http://www.bluelinepro.com/> Manga size is also available.
 - OR-
 3. 11" x 17" or bigger- **any quality smooth and firm drawing paper**
- **Tracing paper** (pad or roll) – Vellum (parchment) and Onionskin paper also acceptable

Drawing Tools & Drafting Instruments*

- An **art supply box** (e.g. fishing tackle box, tool box, Tupperware, cardboard box, etc)
- **Several (2H or #4) pencils** – Optional other grades of lead hardness (e.g. HB / #2, 3B)
- **1 Staedtler or Prismacolor Col-Erase non-photo blue pencil** (non-repro) – sketching
- **Metal pencil sharpener** w/ enclosed shavings container
- **Erasers (white vinyl and kneaded)** (No Pink Pearl erasers)
- **Metal ruler** w/ cork back
- **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: UHU or Elmer's **glue stick** (cheap) or Scotch **double-sided tape**

Inking Supplies

- Select 1 or 2 of **Winsor and Newton Series 7 Kolinsky sable brush (#1 or 2) brush**, **or Winsor & Newton Series 101 Sceptre Gold II round sable/synthetic (#1 or 2) brush** **or** other narrow watercolor brushes for inking final artwork
- 1 bottle of **Sanford Higgins Black Magic Ink, Pelikan Black Drawing Ink, Speedball Super Black India Ink, or Koh-I-Noor Universal Black Drawing Ink** (each has unique qualities)
- Bring **can** for water & something for bottle of ink to sit in (like an **ashtray**)
- **Several fine-pointed Black ink pens** – Felt tips pens or pigma markers are ideal
Possible brands/types: Sanford / Papermate Liquid Espresso or Liquid Flair Extra-Fine Point (cheap), 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 Pocket Brush Pens, or whatever you choose
- Choose 1 **correction fluid in a pen:** Liquid Paper, Wite-Out, or Pentel Presto! Pens

Optional Supplies for the devoted cartoonist:

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

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.

Find some of these Suggested Readings: (** highest recommendation)

**** Comics & Sequential Art; Graphic Storytelling & Visual Narrative & Expressive Anatomy for Comics & Narrative** – by Will Eisner – Visit <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** – by Scott McCloud – Visit <http://www.scottmccloud.com/>
Visual Storytelling: The Art and Technique – by Tony Caputo

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

The DC Comics Guide to Creating Comics: Inside the Art of Visual Storytelling – by Carl Potts

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

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

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

**** Perspective! for Comic Book Artists; Extreme Perspective! For Artists & Perspective in Action** -- by David Chelsea

Foundations in Comic Book Art: SCAD Creative Essentials – by John Paul Lowe

**** How to Draw the Marvel Way** (book and video) – by Stan Lee John & Buscema

Stan Lee's How to Draw Comics; How to Draw Superheroes; & How to Write Comics – by Stan Lee

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

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

**** The DC Comics Guide to Digitally Drawing Comics** – by Freddie E Williams II

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

How to Draw Manga series (over 43 volumes) – by Graphic-Sha

**** The Art of Comic Book Inking: 1st, 2nd, & 3rd (June 11, 2019) Edition** – by Gary Martin & Steve Rude

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

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

**** Hi-Fi Color for Comics**–by Brian & Kristy Miller

Words for Pictures – by Brian Michael Bendis

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