Course Title	Comics & Graphic Novels
Tutor	Steve Marchant
Day & time	Thursdays, 6.30 - 9pm
Dates	20/04/2017 - 22/06/2017
Course Code	EC1603021
Level	Beginners
Cost	£250

What is this course about?

On this course, students will utilise traditional and digital techniques to create pages for comics and graphic novels, including character design and development, visual storytelling, colouring and lettering. By the end of the course, they will have produced at least two full-colour pages of comic-strip art that will be published in an end of term booklet.

What topics do we cover? Character design;Creating a world for your characters to inhabit; Visual storytelling - the 'language' of comics; Creating a storyline; Inking tools and techniques; Digital colouring and lettering; Preparing work for digital and print publishing.

By the end of this course you will have produced at least two finished pages of comic art that will be printed in an end of term booklet.

About your tutor

Steve Marchant is one of the UK's foremost tutors in comic-strip and cartoon skills. He has taught students of all ages for the last 25 years at London's City University, Birkbeck (University of London), the Hayward Gallery, Tate Britain, the Arvon Foundation, the Black Cultural Archive, the London Cartoon Centre, and the Cartoon Museum – where he is also the curator of its HLF-funded 'Comics Creators' gallery. He regularly teaches at schools and libraries across the UK and has taught in Hungary and Latvia for the British Council.

Steve has produced numerous educational comics and cartoons for clients including the BBC's 'Bitesize' website, the Learning Trust, Kingston Travel Awareness Unit, Lewisham Youth Service, Southwark Pensioners Action Group, the Who Cares? Trust and Africaid, presenting topical information in a fun, accessible format.

Illustration clients have included British Airways, Intel, Kogan Page, ITV, and South London Theatre.

Steve is the author/illustrator of two books: The Cartoonist's Workshop (still available on Amazon), and The Computer Cartoon Kit (also available but horrifically out of date). His personal comic-strips

appear sporadically in the award-winning online comic Aces Weekly.

What level is the course and do I need any particular skills?
This course is suitable for all levels.

How will I be taught, and what feedback and support will I get?
Your experienced tutor will support you throughout the course in both group sessions and one-to-one support providing feedback and constructive advice. Should you wish for any specific feedback or support, please speak with your tutor at the start of your course.

When I've finished, what course can I do next?
If you have more time available huge development can be made in your practice by attending one of our part time day classes. Please see all the options available on our web site.

http://artacademy.org.uk/short-courses/
http://artacademy.org.uk/part-time/certificate
http://artacademy.org.uk/part-time/

Are there any other costs? What else should I bring each week?
Sketch book, pencils and ideas!

Students are advised to bring a USB memory stick with them to backup their work. Though there will be the possibility of storing files on the computers we cannot take responsibility for the safe keeping of these files.

*** Please note all our computers in the Digital Suite are Mac's and therefore run the macOS operating system, they also all exclusively run Adobe CC 2017 software.***

Daily breakdown
Courses at the Art Academy offer a structured approach to ensure specific subjects, skills and methods are covered. Below is a weekly breakdown of what will be covered. Bear in mind that these classes will move with the pace of the class so a degree of flexibility of what will be covered on which day will be employed.

Week	Date	Topic/skills covered	Location and Tutor	What to bring
1	20 Apr	Intro to course. Drawing faces - angles & expressions.	Steve Marchant Digital Suite/Project Space	USB stick. Pencils, eraser, any favourite drawing pens. Your tutor will advise what to bring in subsequent weeks. Examples of previously attempted work is useful but not essential.

2	27 Apr	Drawing the figure: proportions and movement.	Steve Marchant Digital Suite/Project Space	Tutor will advise
3	4 May	Creating a 'world' for your characters: realistic/abstracted backgrounds.	Steve Marchant Digital Suite/Project Space	Tutor will advise
4	11 May	Visual storytelling - panel & page design, working from a given script.	Steve Marchant Digital Suite/Project Space	Tutor will advise
5	18 May	Story structures - turning your own ideas into fully-formed storylines.	Steve Marchant Digital Suite/Project Space	Tutor will advise
6	25 May	End of term project: pencilling.	Steve Marchant Digital Suite/Project Space	Tutor will advise
7	1 Jun	End of term project: inking.	Steve Marchant Digital Suite/Project Space	Tutor will advise
8	8 Jun	End of term project: digital colouring.	Steve Marchant Digital Suite	Tutor will advise
9	15 Jun	End of term project: digital lettering.	Steve Marchant Digital Suite	Tutor will advise
10	22 Jun	Project feedback & assessment; suggestions for future endeavour.	Steve Marchant Digital Suite/Project Space	Tutor will advise

Welcome to The Art Academy
We are looking forward to welcoming you to The Art Academy and wish you the very best for your course. We value feedback on all of our courses so please keep us posted on your progress.

General information and advice on courses at The Art Academy is available from the main office, open Monday to Friday 09:00 – 17:00 during term time.
Tel: +44 (0) 207407 6969
Email: info@artacademy.org.uk

Location
Mermaid Court
165A Borough High Street
London SE1 1HR

The Art Academy is conveniently located minutes away from London Bridge (Northern and Jubilee lines, National Rail services) and Borough (Northern line) underground stations. Please follow signs for Borough High Street to exit. Please click here for a map.

Just moments walk from the Thames, the Art Academy is also ideally located for access to:

White Cube Bermondsey
Tate Modern
Jerwood Gallery

If you would like to make the most of the area a member of the team will be happy to advise you on areas of interest locally.

Refreshments & Facilities
All students have access to the common room located in the Barn, on the ground floor of the Mermaid Court building. Here you will have use of a fridge, kettle, microwave and eating area.

There is a wealth of supermarkets, shops and cafes in the area as well as the world-famous Borough Food Market.

Further Details

o	Should you have any access requirements, please speak to a member of the Academy team before booking your course.
o	You will need to have paid in full for your class before the first session of your class, your place is not guaranteed until we have received payment
o	All artwork at the Academy MUST be taken home at the end of the course.
o	Please ensure that your mobile phone is switched off, or is on silent, during the class.
o	Please read the Health and Safety Guidelines carefully, provided at the beginning of your course.
o	If you have any further queries let us know and we will do our best to resolve them.