Getting started with pencils and paint at Daradgee

Before the Camp...

- Do plenty of **research** for both picture reference and background.
- From your research think about events that could form an interesting illustrated story. Do a draft of your story?
- Start using the illustration materials. Check out the video >
- Try out all of your watercolours to see exactly what colour they are!
 Practice mixing & blending. Practice using the least amount of water you need to. This will make drying time faster.
 Check out what happens if you use white?
 Practice pushing the colour around and/or wiping it off while it is still a bit wet. Practice keeping things clean.

Tip

Perhaps draw and paint a character rough? The more practice of watercolours you have the better.

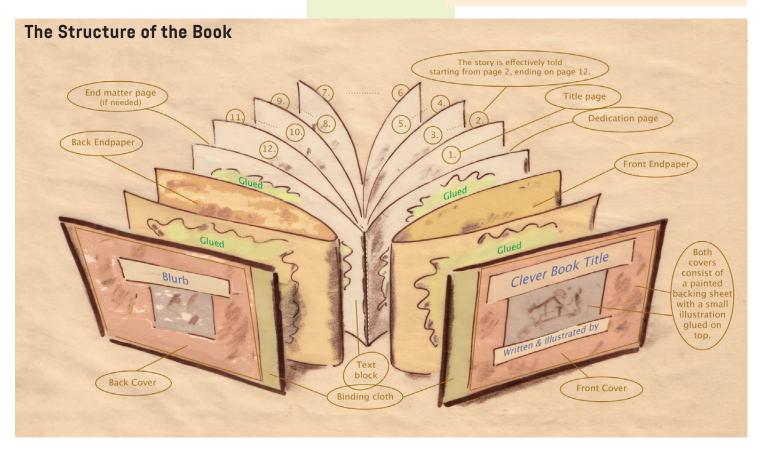
What events
will you choose to
picture your story?
Will your telling be funny,
dramatic, exciting? Will
it be told with emotion?
Will it be a story of a
journey, or something
difficult? Perhaps with
a surprising twist...

... off to the shop?

Maybe purchase these additional art materials?

- <u>Cartridge paper</u>, (blank 110 gsm pad or workbook). Alternatively, a lighter weight (200gsm) watercolour paper pad.
- <u>Fineliner pen</u>, black and/or very dark brown. Size 0.5mm.
 (The line should be about the thickness of a ball point pen line).
- White watercolour, or white gouache. A small tube.
 Gouache paint is more useful for small repairs and touch-ups.
- Pastel pencil, or conte pencil or watercolour pencil
 in black and/or very dark browns. Perhaps a charcoal pencil.
- Clutch pencil, HB or B. Size 0.5mm. For writing and drawing
- Good quality **eraser.**

All the above may be available at an office supply store eg., Officeworks



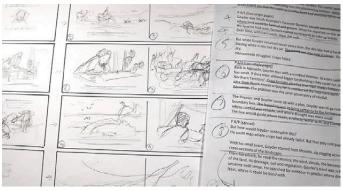
What goes where?

- Become familiar with the book structure, especially the **text block**. The text block is the pages devoted to telling the story. In this case pages 2/3, 4/5, 6/7, 8/9, 10/11, 12. The arrangement of text and pictures is called the **layout**.
- Two pages facing each other is called a **spread**. (Please note it is not possible to have illustrations that flow all the way across the two page spread).
- The book has illustrations on the **front cover** and **back cover**, the **title page** (page 1) and **both endpapers**. All these pages may be used in some way to tell your story. (For instance, on the endpapers, a picture *can* go right across the spread. You could do a painterly map that suggests a journey. Or birds-eye view of a landscape. Or a family tree? On the title page, maybe picture a small object that will be revealed in the story as important).
- The end matter page is where you can put any information that is useful and meaningful as background - but doesn't really fit into the plot of the story.
 (Maybe a postscript ...).
- The dedication and imprint is where you put your particular thanks to an
 inspirational, or supportive figure. Or perhaps to those who were most affected
 by the events of your story. It is your choice to whom the book is dedicated.
 The imprint is the legal information, publishing details and copyright of the book.
- The blurb on the back cover is a short description of the story with the aim of grabbing the reader's interest, for example, '...In 1857 under a scorching sun, he set off. The fate of South Australia depended on this journey ...'



'Getting Started with pencils and paint at Daradgee...'
Vimeo video link (https://vimeo.com/446382048)
or, craigsmithillustration.com /school visit

During camp... the Storyboard:



The picture ideas on the **storyboard**, the text is written and edited in a workbook or laptop.

What comes next?

At the same time as you are arranging the storyboard, you will be thinking about the pictures, and how to make them even more interesting in the book. They'll need to be redrawn bigger. Working them out on cartridge paper will be good for this. In fact, if you are happy with your rough drawing you could draw over it with a fineliner pen, rub out the messy sketchy lines underneath, and paint it.

Don't **soak** the paper with too much watercolour. Use only as much water as you need. It is not always clear what colour to use at first, so try using a lighter version and letting it dry. Try building the colour up in layers. While the watercolour is slowly drying you can push it - and pull it - around with your brush. This leaves colour darker and lighter in places. (Try and keep very different colours away from each other while they are wet!). Think about contrast. Think about light and shadow, bright and dull colours. Surprising things happen with watercolour. Not always predictable! It is an adventure!

You will be asked to prepare a **storyboard** at Daradgee

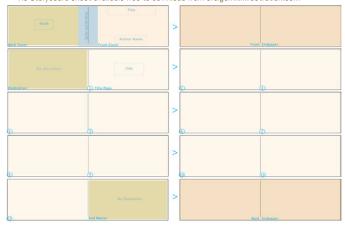
• The best thing a storyboard does is help you plan your illustrations and story. This is simply basic sketches and text ideas - not full sentences.



- This arrangement presents one event after another. This is the **plot**.
- The Storyboard lays out the illustrations and text as they will appear in the finished book format. Planning like this will show how your story fits into a 12 page format.
- A picture book only needs 2 or 3 sentences per page, however, some pages may have no text and still help tell the story.

Tip Get your story plot sorted and storyboard sketched as early as possible!

A3 Storyboard sheet available free to download from craigsmithillustration.com



From rough sketch to an outline on artpaper...

Illustrating a picture book is very basically a two stage process; first the roughs, second the final paintings.

There are several ways to get the messy roughs redrawn a bit neater and on stronger paper.

- First is simply to copy your rough (even your storyboard rough) on artpaper at the size to suit your book.
- Another way is to **trace** your rough by taping it to a window, artpaper on top (the light through the window acts as a lightbox).
- Yet another way, is a cheap app that turns an iPad into a simple lightbox (ie; @Trace Table).

Where do illustration ideas come from?

Some key questions while you are writing, drawing, imagining.

- When and where is the story set?
- What could the characters look like?
- What **moment** in the story do you choose to draw?
- What could the characters **be doing**?
- What **viewpoint** to use?
- What **movement** is happening (including body language), and what facial expression?
- Will there be a background?
- Will background details contribute to the story?

One other thing ... while writing a story that might feature your family - does it have to be true? A lot of good writing is inspired by real events, but exaggerated and changed to make a good story.

