Association of Comic Artists
(Singapore)

School and Tertiary Workshops and Courses

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"The only absolute in creativity,
is there probably are no absolutes."

Introduction

Since 2008, the Association of Comic Artists (Singapore) (ACAS) have embarked on compiling a range of classes, courses and workshops, focused on the visual and written elements of sequential storytelling - comics - manga - graphic novels.

We are keen to stress the points that quality, published comics require a high level of draughtsmanship and written story structure; essential and commonly recognised ingredients for all good stories, including those in the animation, gaming and film mediums, are those of concept and character strengths.

Discovering comicbook psychologies and approaches to character building can be both entertaining and highly enlightening, assisting individuals in a number of ways which could greatly help their efforts in conventional literature writing, motion and stage script writing and gameplay ideas.

The dual aspects of comics interact in a way that is quite unique to the medium; from the study of shapes, anatomies, light and perspective, to pacing, setting and mission statements, the required panel capture can be likened to photographic journalism, with added ingredients of immeasurable amounts of imagination.

We present here a range of different classes and workshops, most tried and tested over the past decade, on varied age groups with pupils of varying ability - from 6 years old to retirement. It's our aim to have everyone understand the fundamentals of storytelling, and this requires the enthusiast to take note from day one, of certain essential factors.

And most important to our ethical position; we are constantly involved in the publishing of material, originating from Members' work, to exterior students, civilians and school children. We have orchestrated publishing initiatives supported by the Media Development Authority of Singapore, and the National Arts Council, and have been instrumental in the international distribution of original comic content.

We publish what we preach.

Jerry Hinds
President - Association of Comic Artists (Singapore)

"The first rule to breaking rules is,
knowing the rules."

Basic Essentials

Constructing faces
3 hour workshop - 1 session
Traditional or Digital

An introduction on how to create a basic human face from scratch. Simple formulas, ideal for memorising as a start point for drawing any basic face. Simple instructions on how to construct faces of different racial origin.

Key pointers on how to create beastial or alien facial identities.

Constructing bodies
3 hour workshop - 1 session
Traditional or Digital

An introduction on how to create a basic human body from scratch. Professional formulas, ideal for memorising as a start point for drawing any basic character. Simple instructions on how to construct bodies of different build.

Introducing characters by panel
3 hour workshop - 1 session
Traditional or Digital

An introduction on how to focus and introduce a character into a sequential comic. The importance of environment and basic camera placements.

Following of basic templates to facilitate opportunity to practice fundamental drawing of characters with plot solving.

Basic prop construction
3 hour workshop - 1 session
Traditional

Study of basic shapes and forms and resulting lighting interactions.

Essential basics on how to master shape for the construction of common props.

Basic set designing and environments
3 hour workshop - 1 session
Traditional

Study of essential plant life and buildings.

Introduction to perspective.

Basic Essentials Course

Comprising of all Basic Essentials components with addition of body movement and small strip cartoon creation
3 hour weekly classes - 6 sessions
Traditional or Digital

*"If a creator has an idea who the character is and what they stand for,
the costume will literally design itself."*

Design Essentials

The basics of costume design and execution
3 hour workshop - 1 session
Traditional or Digital

Examining the key factors of clothing; from contemporary, to fantasy and super-hero. This covers colour scheme, fabrics and materials and props placement.

The magic of fantasy design
3 hour workshop - 1 session
Traditional or Digital

This covers in depth looks at both characters and their environments. From the modern day to classically historical, all major aspects are explored and practiced.

The mechanics of basic robot design
3 hour workshop - 1 session
Traditional or Digital

The art of robot designing is a combination of aesthetics and perceived practicality. Simple explanations will enable the student to come up with mechanical beings who appear more capable of actual 'life'.

The power of super-hero design
3 hour workshop - 1 session
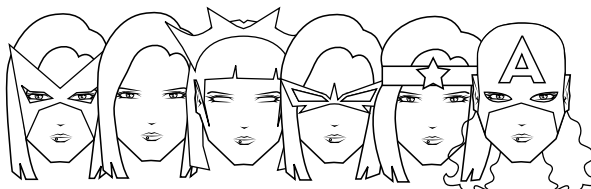*Traditional or Digital*

Taking a close look at how male and female characters must reflect by attire & colour scheme the powers they might possess. Identity and weaponry are explored as essential parts of the design process.

The edge of horror design
3 hour workshop - 1 session
Traditional or Digital

Revealing why some characters are more scary than others. Teaching the majorly key elements to designing and creating shocking nasties of varying kind. Examining the differences between eastern and western horror phenomena, including colour hues and essential lighting.
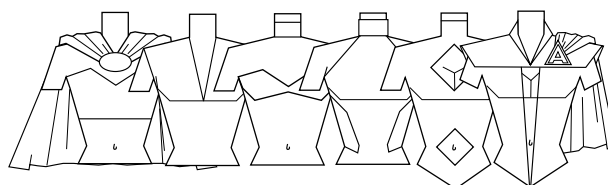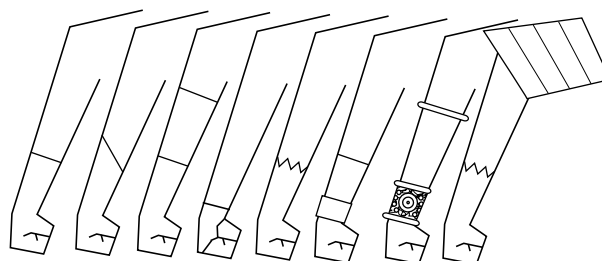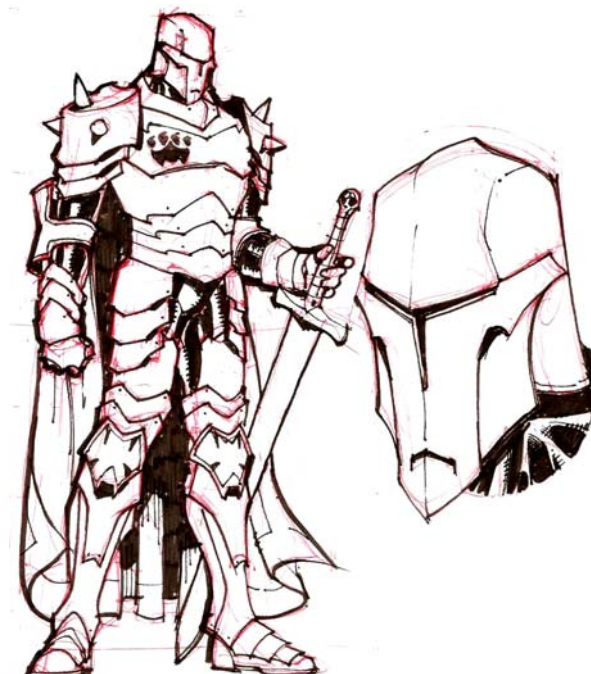
Design Essentials Course

Comprising of all Design Essentials components with addition of in-depth compilation of creator-compiled showcase
3 hour weekly classes - 6 sessions
Traditional or Digital

"Traditional methods of drawing and writing are a sound foundation,
with digital capabilities providing a secure future."

Digital Essentials

Insertion of colour into digital images
Basic shading techniques
3 hour workshop - 1 session
Adobe Photoshop or Celsys Comic Studio

Teaching the most time saving methods of how to insert
colour into digital drawings.

Insertion of colour into digital images and adding
essential lighting tones
3 hour workshop - 1 session
Adobe Photoshop or Celsys Comic Studio

With almost infinite styles of colouring in existence, a good
and basic, tried and tested technique is simply taught in this
session. Those who are real enthusiasts with perhaps an
above average artistic eye would greatly benefit from this
session.

Drawing digitally and adding greyscale tone
3 hour workshop - 1 session
Adobe Photoshop or Celsys Comic Studio

Ideal for the untrained hand in pen tablet technology.
Constructing a basic face using just the pen and pencil
tools.

In addition to basic drawing, the art of comic grey toning is
also simply explained and taught.

Colouring an entire image with background
3 hour workshop - 1 session
Adobe Photoshop or Celsys Comic Studio

With digital art largely subject to commercial pressures,
quick and easy methods of how to apply colour to an image
comprising of characters, props and backgrounds is a must.
Exclusive discoveries in this field will be shared in this
session.

Digital Essentials Course

Comprising of all Digital Essentials
components with addition of small strip
cartoon colouring & toning
3 hour weekly classes - 6 sessions
Digital

"With comics being a unique blend of words and images,
the strength & convenience of the written concept is most essential."

Writing Essentials

Character types and how to differentiate them
3 hour workshop - 1 session
Traditional or digital
Microsoft Word if applicable

The focal part of any story is the main characters, human or otherwise. This session explains and shares the key character types of popular stories and what makes them appealing.

Students will explore the creation of characters and their behaviour when placed into different genres.

Story genres and script formatting
3 hour workshop - 1 session
Traditional or digital
Microsoft Word if applicable

Exploring the most common types of story genres and typically useful executions.

Teaching students how to formulate such, and in a manner suitable for the comic medium, also pinpointing essential storytelling plot devices.

8 page script assignment
3 hour workshop - 1 session
Traditional or digital
Microsoft Word if applicable

Pinpointing the essentials for short story construction.

Demonstrating how to apply such disciplines to an 8 page sequential story.

This assignment can be completed via email correspondence should any student fail to complete it during the allocated time.
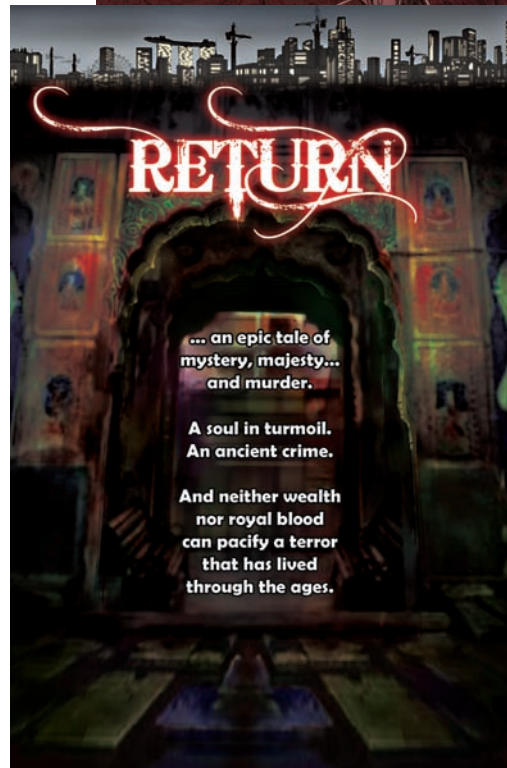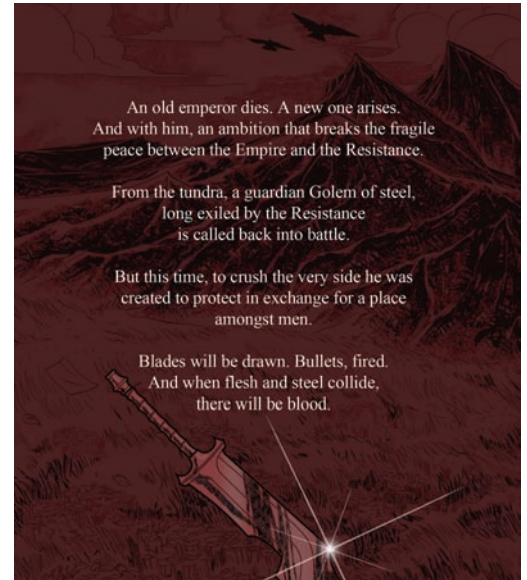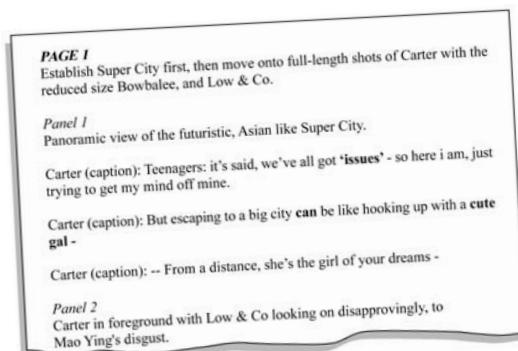
Writing Essentials Course

Comprising of all Writing Essentials with the addition of basic sequential thumbnailing
3 hour weekly classes - 6 sessions
Traditional or Digital

"There are numerous kinds of comics across the world,
with all stories commencing with pretty much the same components."

Sequential Essentials

Basic panel to panel draughtsmanship
3 hour workshop - 1 session
Traditional or digital
Adobe Photoshop or Celsys Comic Studio

Covering the most important aspects of character introduction and backgrounds with props placement.

The reasoning behind panel sizes and their placement.

Following of a basic template to facilitate opportunity to practice fundamental drawing of a single character on introduction.

Simple introduction of multiple characters by panel
3 hour workshop - 1 session
Traditional or digital
Adobe Photoshop or Celsys Comic Studio

Various template examples for easy reference, depicting the subtleties of camera movement and panel size in reference to the introduction of two characters, including creatures.

1 page original storytelling assignment
3 hour workshop - 1 session
Traditional or digital
Adobe Photoshop or Celsys Comic Studio

Working from a ready concept, students follow a script to construct the penciling for a multi paneled page.

Attention to setting and props also occupy much focus.

Perspectives - 3 Point
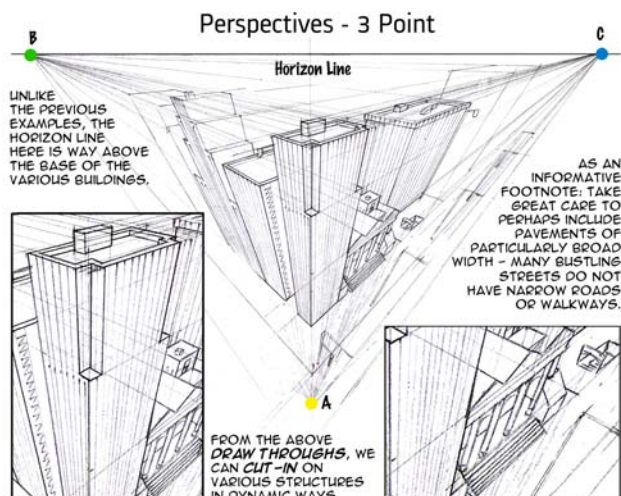
Sequential Essentials Course

Comprising of all Sequential Essentials with the addition of a 3 page assignment
3 hour weekly classes - 6 sessions
Traditional or Digital

*"Sequential storytelling has been with us for many thousands of years,
and there's every reason to think it will remain for many thousands more..."*

Sequential Courses

3 page crash course for the very gifted and focused
2 hour weekly classes - 8 sessions
Traditional and digital
Adobe Photoshop or Celsys Comic Studio

Includes Skill Specials
ⁿ Penciling techniques
ⁿ Inking principles
ⁿ Colouring & toning disciplines
ⁿ Lettering essentials
ⁿ Writing principles & generation of script
ⁿ 3-8 page story execution

8 Page Sequential Story Course
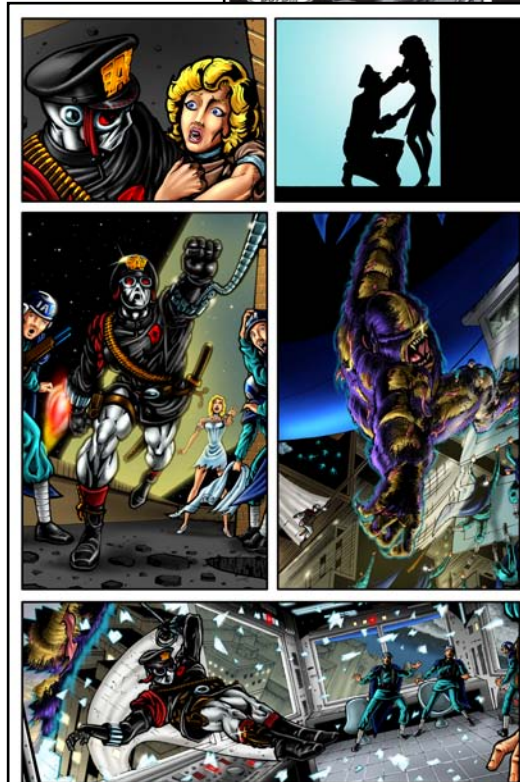
Comprising of all elements of
ⁿ **Basic Essentials**
ⁿ **Design Essentials**
ⁿ **Digital Essentials**
ⁿ **Writing Essentials**
ⁿ **Sequential Essentials**
With the addition of Skill Specials and a supplied 8 page horror plot assignment
2 hour weekly classes - 24 sessions
Digital - Celsys Comic Studio

Lesson Rates & Structures

Following below is the base fee rate structure. For classes above 15 in total, an Assistant Teacher per additional 15 students may be deployed. All rates are in Singapore dollars.

$190/hour/class of 15 (Main Teacher)
$170/hour per class of 16-30 (Assistant Teacher)

Traditional workshop and course requirements
For traditional classes of all types, PDF lesson plan files will be supplied to the school in advance. It is requested the school print the required amount in advance of the lesson.

If it is requested that ACAS supply printed worksheets, the cost will be *15 cents per printed copy.*

For the courses spanning more than one week, it would be much appreciated if email addresses of all students be forwarded to ACAS at some point, as adhoc correspondence might be required for the more enthused students.

Each student is requested to bring to each session:
n Mechanical Pencil & spare lead
n Eraser
n 30cm ruler
n 5 sheets of blank A4 paper
n Storage folder

Digital workshop and course requirements
For digital classes, the school is requested to have in its possession, some manner of pen tablet device. If the school does not possess such technology, up to 25 units may be rented from ACAS, or bulk purchased. Details of rental can be found on the following page, and purchase prices will be forwarded upon request, with a short introductory demonstration to be arranged if possible.

If the school or institution already possess Adobe Photoshop, this can be adopted for all relevant modules. It is assumed that all establishments will possess Microsoft Word.

It is recommended that Celsys Comic Studio be deployed where stated. This can be purchased in bulk from ACAS, and details of pricing will be forwarded upon request, along with a short sample demonstration.

Each student is requested to bring to each session:
n 1 thumb drive, and that same drive thereafter if attending daily or weekly sessions.

Advisory Pointers

Course Leader and Assistants
To maximise learning time, it is a good idea for the school to appoint a Course Leader and two Assistants, beyond the Main Teacher in charge.

In the case of digital workshops and courses, the Course Leader pupil is to ensure that each computer is switched on prior to the lesson commencing, along with all relevant software booted-up.

They are to ensure that all working files for the session are on the hard disk in an easily accessible disk area.

NB: If the above is left till the actual session, much time could be lost.

Aims & Objectives
It is important that all pupils be made aware that Comics is a specialist subject and as such, does require some degree of hard work. To become efficient requires much practice.

They must be reminded that they should adhere to the programme, and though creativity is encouraged on a macro level, all pupils are urged to focus on what is explained and relayed, as opposed to allowing their free creative reign, unless requested as and where it is best served.

Publishing of Student Work
It is requested that ACAS be freely allowed to publish and promote those resulting pupils' work, which is deemed above average.

ACAS promotes free communication between students and lecturers, and if the school permits, free exchange of email, Twitter and Facebook details can greatly help with a student's progress in such a niche and skill-requiring subject.

Digital Support

If your establishment does not own the necessary digital pen tablet technology for digital modules, it can be arranged for special bundled pen tablet packages and trial softwares to be supplied.

Purchasing of digital pen tablet devices and illustration software
ACAS is able to supply digital hard and software at special partnership rates.

No-obligation full consultations are offered to make sure your establishment takes possession of the most appropriate and necessary equipment.
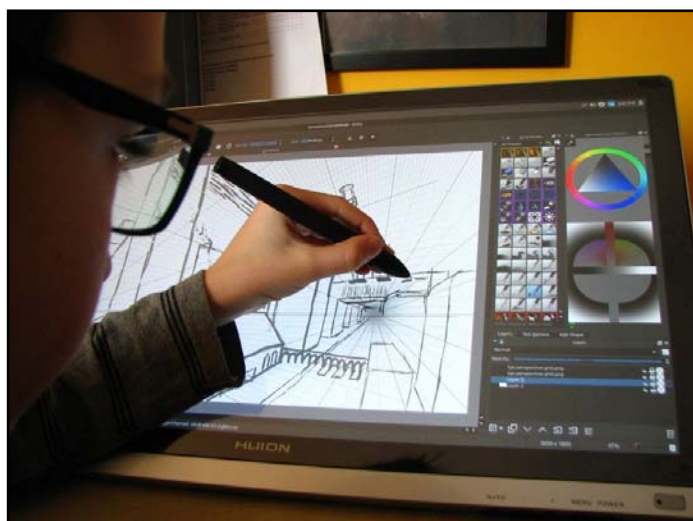
Hardware & Software

Bosto and Huion
ACAS is a specialist reseller of these brands of digital pen technology. A range of models are available at varied pricing, and we are proud to offer this most economic option, resulting in greater numbers of people being able to now enjoy a 'digital drawing experience'.

Adobe Photoshop
Many educational establishments are already in possession of Photoshop CS - an industry leading software in the world of digital imaging - and core elements of this software are taught as part of a major foundation within our digital syllabus modules.

Celsys Clip Paint Studio
ACAS is proud to be the main Singapore authority on this, Japan's leading manga software. Also ideal for storyboarding, it makes the new phenomena of animated comics considerably easier to execute.

When used in unison with Flash, extensive and time saving library images* can be generated and stored for convenient cross-platform production.

*Depends on the software version.

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