INTERNATIONAL SCHOOL of COMICS
Since 1979
Digital and Figurative Art Academy
WWW.SCHOOLOFCOMICS.US

International School of Comics (ISC)

ACADEMIC CATALOGUE 2018

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THE SCHOOL

The International School of Comics is a digital and figurative art academy focused on providing students with a prominent art-focused curriculum in Comic Art, Illustration, Traditional and Digital Art. With prestigious instructors, students will gain the skills to become professionals and find their artistic souls

The International School of Comics aims to provide students with high-class education and professional specializations in the Visual Arts Industry. With over 35 years of experience in teaching, and graduating exceptional professional artists, the International School of Comics has become one of the most respected art academy's in Europe with world renowned alumni artists working in the Comics Industry, Animation, Motion Pictures, Publishing, Advertising, Design, Illustration, & all creative artistic markets.

The International School of Comics has a result oriented teaching approach which emphasizes a higher value on student progress and individualized instructional methods that allow the student to find, nurture, and shape the true artist inside them.

Our recipe for triumph is achieved through continuously updated curriculums, incorporating the latest news and technology for each specific area of study taught by instructors who are highly experienced and acclaimed in their respective artistic fields.

The overall mission of this proposed institution is to provide an alternative to the traditional 4-year Liberal Arts University or College of Art programs for students who already know that they want to pursue a career in the area of Comics or Illustration.

The International School of Comics is approved to operate by the Private Business and Vocational Schools Division of the Illinois Board of Higher Education.

The International School of Comics is not accredited by a US Department of Education recognized accrediting body.

INTRODUCTION

The school was founded by an Italian comic illustrator Dino Caterini over 37 years ago after he had enormous difficulty finding artists to assist him in the many projects that he was offered. He saw a great market demand and realized that existing art schools were not training students adequately for careers in this artistic genre. As a result, he developed training programs for young artists so that he could then put them to work at his studio. Hence, the ISC was started in Rome, Italy and today lists 9 schools in major Italian cities. The school's tested and successful programs that begin in 1979 have enabled students to pursue a career in Comics or Illustration throughout Europe and the United States.

The 3-year program is based on the belief that precocious talent can become extraordinary if encouraged, nurtured, and developed through exposure to demanding and successful artist/teachers, rigorous skill development, and a lot of individual attention in small, studio classes with a maximum of 15 to 18 students.

Additionally, in contrast to the traditional U.S. programs which usually only offer Masters Level classes to graduate or advanced students, we expose students early to Master classes that are taught in attractively priced workshop formats, taught by well established, outstanding national and international artists.

The curriculum developed over the last 37 years has proven that this approach achieves a highly personalized, distinctive style. We do not promise students a brilliant career because success is a result of variables which also rely upon their motivation, personalities, and individual objectives; but we do promise that they will have superior education in the areas essential to attain success in the Comics and Illustration marketplace in America and abroad. Our school does not only boast alumni that have gone on to successful careers, we also put our prospective students in direct contact with them so that they can receive first-hand accounts of how the school's curriculum provided the right preparation for the job market. Our faculty is made up of successful, established, working artists who teach exclusively at our school because they want to help young artists develop.

ADMISSION CRITERIA

Program advisement and campus tours are available daily. For career programs, International School of Comics seeks students who have a true desire to receive practical career preparation in their chosen field and who have the ability to achieve academic success. Although pre-possessed skills are important, of equal importance is a student's desire to succeed in their chosen career field. To ensure proper consideration, students need to enroll early.

International School of Comics welcomes initial inquiries from high school students currently in their junior year (with parental consent). Admissions staff is available during business hours for career planning. Additionally, instructors and staff assist students in career development throughout their enrollment at ISC.

Applicants must be 18 years of age and provide to The International School of Comics administration a proof of graduation from an accredited high school or satisfactory completion of a G.E.D. examination. Any applicant under 18 years of age must have parental or guardian consent to enroll. Upon enrollment both the parent/guardian and the student must be present to sign the enrollment agreement.

All applicants must also schedule an in-person interview with ISC admission's department and complete an Application for Enrollment prior to being accepted. Their application must also include a portfolio containing samples of their art work to show their level of skills prior to accepting them into the program. Once the prospective student's art work has been reviewed a one-on-one interview is conducted with the School Director, to ensure all expectations and needs are communicated and agreed upon. If the sample provided doesn't meet the standards of the International School of Comics the prospective student will be encouraged to participate in workshops and/or private tutoring, offered by the school. These extracurricular programs are created to help develop skills levels of its participants.

THE CURRICULUM

At the current time The International School of Comics is offering the following Programs:

1. **COMIC ART PROGRAM**
2. **ILLUSTRATION PROGRAM**

COMIC ART PROGRAM

Commercial and Advertising Art 50.0402

The Comic Art Program is intended to provide students with the professional skills necessary to be marketable on the national and international publishing market. Starting with basic drawing, students will be able to extend and improve their abilities with respect to narration, direction, graphic and illustration techniques, both analogical and digital. They will be confronted with different styles in the publishing sectors, in order to acquire the skill sets that will make them marketable, but most importantly they will develop a highly individual, distinctive style that demonstrates a mature and confident artist of this genre.

First Year

A strong focus on Anatomy and Perspective Model Building and then moves to Scenography, Storytelling, Analysis/ Reading of the Scene, Character Study, and ends with Comic Panels based on Scripts, Storyboard of Pages and Stage Direction.

Second Year

This starts with Inking Techniques and Color Theory and then moves to Setting/Environment and Architectural Structure, Panel/Board architecture and graphics of the page, Story and Screenwriting and ends with a study of the Author's Role and Elements of Iconographic Research, Model Sheets with details, appearances, poses and gestures of characters, Stage Direction and Narrative Genres and Documentation, including Historical, Horror, Fantasy, Sci-Fi.

Third Year

The techniques for the realistic curriculum includes the study of various comic markets throughout the world and concentrates on the realization of projects that allow the student to familiarize themselves with the professional marketplace. Subjects include: Grotesque – Humor genre which encompasses Non--covering and Covering Coloring Techniques (Acrylic and Tempera), Digital Coloring (Photoshop CS6), and publishing markets in North/South America, France, Japan, Italy, and Spain. The course ends with Storytelling and Direction. In this year we also have a strengthening of marketable job skills: resumes, cover letters, CVs, artist branding and the like.

Upon completion of this course, students will be able to extend and improve their abilities with respect to narration, direction, graphic and illustration techniques, both analog and digital. They will be confronted with different styles in the publishing sectors, in order to acquire the skill sets that will make them marketable, but most importantly they will demonstrate a highly individual, distinctive style that demonstrates a mature and confident artist of this genre.

No formal license or certifications is necessary in this field. Students will receive a simple Certificate or Diplomas of Completion for the Illustration Course.

Length of the course: 3 years, 384 hours per year divided into 192 hours of theory and 192 hours of hands on training.

Comics Art Curriculum - First Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Comics Art Program – Year 1		
Year 1: Term 1	**Year 1: Term 2**	**Year 1: Term 3**
● Introduction and Presentation of the Program ● Anatomy: Myology and Osteology ● Perspective ● Life Drawing ● Introduction to Comics, Storytelling and Sequential Art. ● Toning and Shading ● Lecture: Teacher and Special Guest ● Portfolio Review	● Light and Shadow in comics and movies ● Dynamic Anatomy ● Environments and Perspective (Basic) ● Character Archetypes in Comics ● Character Design ● Life Drawing ● Storytelling, Narration & Direction ● Acting and Action ● Expression and Behaviors ● Animal Anatomy ● Genesis of a comic: Subject, Story, Script, No Sequitur ● Comics Project I ● Vehicles and Props ● Comics Project II ● Lecture: Teacher and Special Guest ● Portfolio Review	● Dynamic Anatomy: Action Figures, Force and Weight, Dramatic Poses ● Environments and Perspective ● Drapery and Reflections ● Acting and Body Language ● Storytelling and Storyboarding ● Comics Project III ● Lecture: Teacher and Special Guest ● Portfolio Review

Comics Art Curriculum – Second Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Comics Art Program – Year 2		
Year 2: Term 1	**Year 2: Term 2**	**Year 2: Term 3**
● Introduction and Presentation of the Program ● Advanced Anatomy ● Dynamic Anatomy ● Advanced Perspective ● Life Drawing ● Storytelling ● Scriptwriting ● Storyboarding ● Comics Book Lettering and Typography ● Inking (Fundamentals) ● Brush and Tools ● Comics Genres: Introduction, Analysis and Design ● Comics Project: Noir ● Lecture: Teacher and Special Guest ● Portfolio Review	● Project Comics: Sci-Fi ● Project Comics: Fantasy ● Project Comics: Horror ● Project Comics: Historical ● Life Drawing ● Lecture: Teacher and Special Guest ● Portfolio Review	● Client and Artist ● Color Theory ● Introduction to Watercolor Technique ● Brush and Tools ● Project Comics: Sci-Fi (release) ● Project Comics: Fantasy (release) ● Project Comics: Horror (release) ● Project Comics: Historical (release) ● Lecture: Teacher and Special Guest ● Portfolio Review

Comics Art Curriculum – Third Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Comics Art Program – Year 3		
Year 3: Term 1	**Year 3: Term 2**	**Year 3: Term 3**
● Introducing the Internationality of Comics ● European Comics : French Comics ● American Comics ● Life Drawing ● Inking ● Coloring: Water Based and Watercolor ● Composition ● Image and Text in Covers ● Adobe Photoshop ● FX in Comics ● Editorial Comic Project ● Lecture: Teacher and Special Guest ● Portfolio Review	● Advanced Inking ● Life Drawing ● Coloring: Acrylic and Tempera ● Marketing and Branding ● Artist Resume/CV & Cover Letters- Artist Statement ● Contracts and Invoicing ● Grant Writing/Proposals and Interviews ● Painted Comics and Graphic Novels ● Adobe Photoshop ● Introduction to Digital Coloring ● Internationality of Comics: Japanese Manga ● Lecture: Teacher and Special Guest ● Portfolio Review	● Internationality of Comics: Italian Comics ● American Comics: North and South American Comics ● Comics Project: Script given from a local publisher ● Adobe Photoshop ● Dynamic Composition ● Storytelling with Color ● Trade Flats and Render Backgrounds ● Portfolio Review ● Creation of the International Portfolio ● Lecture: Teacher and Special Guest ● Final Critique

ILLUSTRATION PROGRAM

Illustration 50.0410

The Illustration Program teaches students to form a professional artist profile, an illustrator capable to translate concepts into images and ideas, able to create new languages creatively and conceptually, and to design innovative styles of visual expressions.

With a vast and advanced art curriculum engaged on the knowledge of both traditional and modern techniques, the Illustration program allows students into the world of the most powerful and versatile medium for artistic communication. Many industries including publishing, literature, newspapers, television, advertising, websites and more employ illustrators as a medium of visual communication through diverse artistic techniques and adopting multiple graphic solutions.

This program allows students to analyze and apply the creative process and its expressive graphic communication, using the most innovative and technological practices of contemporary media. Students will find guidance through theoretical and practicing demonstrations to achieve an individual communicative artistic voice and handle different styles in specific areas.

This program is intended to provide students with the portfolio and professional skills necessary to be successful on the national and international publishing market.

First Year

Strong focus on Anatomy, Drawing from Live Models, and Perspective and then moves to Light and Color Theory, Psychology of Color, Pencil and Ink Techniques, Color Pencil.

Second Year

Builds on and strengthens Anatomical and Perspective skills and adds Watercolor and Tempera, Fabric Treatment, Structure of Illustration for Children's Stories, Historical Themes ranging from the 1200's up to Futuristic (year 3000), and ends with appreciation for specific age groups (pre-school, Elementary, Middle- School, Adolescent ,Young Adults, Adults).

Third Year

Builds on and strengthens Watercolor and Tempera techniques and adds Oil, then moves to Structure of Non-fiction, Range of Applications of Nonfiction, and Computer-Assisted Illustration w/ Photoshop for Artists and ends with extensive research into use of Mixed Media, in order to expose the students to many materials and textures. In this year we also have a strengthening of marketable job skills: resumes, cover letters, CVs, artist branding and the like.

Upon completion of this course, students will have acquired a broad range of skill sets that will make them marketable. Most importantly they will demonstrate a highly individual, distinctive style that is indicative of a mature and confident comic artist, as well as instruction and practice of resume building and writing, portfolio construction and upkeep (online and offline) as well as grant writing/proposals and mock interviews.

No formal license or certifications is necessary in this field. Students will receive a simple Certificate or Diplomas of Completion for the Illustration Course.

Length of the course: 3 years, 384 hours per year divided into 192 hours of theory and 192 hours of hands on training.

Illustration Curriculum - First Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Illustration Program – Year 1		
Year 1: Term 1	**Year 1: Term 2**	**Year 1: Term 3**
● Introduction to the Illustration Course ● Anatomy: Myology and Osteology ● Perspective ● Life Drawing ● Toning and Shading ● Light and Shadow ● Chiaroscuro and Penciling ● Visual Communication I ● Composition and Layout ● The Study of Poster Art: Antique European Advertising, Movie Posters, Promotional, Circus Posters. ● Transitioning in Illustrations ● Fashion Design: Costuming and Drapery ● Concept Art ● Cover Artwork ● Lecture: Teacher and Special Guest ● Portfolio Review	● Advanced Anatomy ● Advanced Perspective ● Life Drawing ● Color Theory ● Color Technique: Penciling ● Color Technique: Watercolor and Water Media based ● Urban environments ● Natural environments ● Earth environments and Climates Rendering ● Color Palette and Color Keys ● The Portrait ● Color Narrative Illustration ● Fiction and Nonfiction Illustration ● Children's Book Illustration ● Project: Non-Fiction/Target: Preschool (3/5 Y) ● Fantasy in Illustration ● Lecture: Teacher and Special Guest ● Portfolio Review	● Inking and Tools ● Character Design ● Body Language, Action & Acting ● Vehicles and Props ● Animal Anatomy ● Project: Non-fiction for Children's book (Pre-school) ● Project: Fiction for Children's book (Pre-school) ● Teacher and special guests lectures ● Portfolio Review

Illustration Curriculum - Second Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Illustration Program – Year 2		
Year 2: Term 1	**Year 2: Term 2**	**Year 2: Term 3**
- Presentation - History of Illustration - Advanced Anatomy - Advanced Perspective - Urban environments - Natural environments - Life Drawing - Still Life - INK: Technique of stippling and tones inking - INK: Technical sponge and dry brush - INK: Natural World: Trees, Rocks, Smoke, Water, etc. - INK: Modulation and hatching - INK: Composition (foreground and depth levels in the scenes) - Toned Paper and Black and White - Palette and Color key - WATERCOLOR - ACRYLIC: Fluid Acrylic Technique - GOUACHE - Color and toned paper - Teacher and special guests lectures - Portfolio Review	- Project: One Day Laboratory creating a collective book of which you are the author of the text. - Project: Narrative Book Illustrations Analysis of the same text illustrated by various illustrators. - Project: Naturalistic Target: Adolescent /Theme: Nature / Brainstorming and Concept / Key Colors / Character Design / 2 Compositions/Final Board/Techniques: Pencil, Ink - Life Drawing - Visual Communication - Acrylic Techniques and Training - Project: Historical (Non-Fiction) Target: Adolescent / Theme: History / Brainstorming and Concept / Key Colors / Character Design / 2 Compositions/Final Board/Techniques: Pencil, Ink, Acrylic or Watercolor - Lecture: Teacher and Special Guest - Portfolio Review	- Life Drawing - Project: Fiction French Style Target: Adolescent / Theme: Free / Brainstorming and Concept / Key Colors / Character Design / 2 Compositions / Final Board / Techniques: Pencil, Ink, Acrylic or Watercolor - Project: Card Games Target: Adolescent / Theme: Fantasy / Brainstorming and Concept / Key Colors / Character Design / 2 Compositions / Environments / Final Board / Techniques: Mixed Media. - Graphic Design and Publishing - History - Typography - Color - Logo - Layout - Publishing - Sumi-e Technique - Lecture: Teacher and Special Guest - Portfolio Review

Illustration Curriculum - Third Year

(In order to keep the ISC's program up to date about the newest tendencies in the visual arts industry, the Curriculum may be subjected to changes during the years providing a more and more advanced level of education)

Illustration Program – Year 3		
Year 3: Term 1	**Year 3: Term 2**	**Year 3: Term 3**
- Presentation - History of Illustration - Life drawing - Oil Painting Techniques (Human Figures, Animals, Dead Nature, etc.) - Project: Abstract (Fiction) Target: Adult/Theme: Trial Abstract/Brainstorming and Concept/Key Colors / Character Design / 3 Compositions/Final Board/Techniques: Pencil and Oil - Project 2: The Portrait. Target: Adult / Theme: The Visage/Brainstorming and Concept/Key Colors / Character Design / Composition / Final Board / Techniques: Pencil and Oil - Lecture: Teacher and Special Guest - Portfolio Review	- Oil Painting Techniques (Details and Landscapes) - Project: Fiction and Non-Fiction Target: Adult / Theme: Visage Deformation / Brainstorming and Concept / Key Colors / Character Design / 3 Compositions / Final Board / Techniques: Pencil and Oil - Illustration and Storyboard - Introduction to Photoshop, Illustrator and In-Design - Adobe: Photoshop, Illustrator and In-Design training - Concept Art and Design: Traditional Techniques and Digital Coloring - Project: Animation / Movie - Visual Communication - Illustration Market and Career Opportunities. - Fundamentals of Advertising - Project: Advertising - Marketing and Branding - Lecture: Teacher and Special Guest - Portfolio Review	- Photoshop, Illustrator and In-Design - Illustration for Film and Animation Industry - Concept Art and Design: Traditional Techniques and Digital Coloring - Digital Coloring - Digital Production - Advanced Digital Painting - Marketing and Branding - Artist Resume/CV & Cover Letters- Artist Statement - Contracts and Invoicing - Lecture: Teacher and Special Guest - Preparation International Portfolio - Portfolio Review

STUDY ABROAD PROGRAM

The International School of Comics encourages students to expand their education through diverse intellectual perspectives, active participation in a new culture, and critical, firsthand engagement with local and global challenges. The school offers scholarships and exchanges with foreign countries so that students will become more familiar with the idea of working in an international environment. Countries where we have partnerships include Japan, France, Cuba, and Italy.

ACADEMIC CALENDAR

This is a 3 year program and each year is divided into 3 separate terms and each team consists of 12 weeks of instruction & classroom time.

FALL 2018

1st Term Start: Monday, October 3rd, 2018
1st Term End: Thursday, December 22nd, 2018
Holidays: December 23rd, 2017 to January 6th, 2019

WINTER 2018

2nd Term Start: Monday, January 7th, 2019
Spring Break: March 25th, 2019, to March 30th, 2019
2nd Term End: Thursday, April 12th, 2019

SPRING 2018

3rd Term Start: Monday, April 15th, 2019
3rd Term End: Thursday, July 5th, 2019

International School of Comics
2643 W Chicago Avenue
Chicago, IL, 60622
Phone: +1-312-265-0982
Email: info@schoolofcomics.us
www.schoolofcomics.us