ILLUSTRATION AS AN EXPANDED FIELD OF PRACTICE: A SPECULATIVE DISCOURSE
Illustration Across Media: Nineteenth Century To Now
Washington University, St Louis, Missouri, USA March 21-23 2019

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Board of Directors Association of Illustrators
“We look at the present through a rear-view mirror. We march backwards into the future.”

–Marshall McLuhan
“The popularity of illustration among commissioners over the last decade has been driven by the digital age. While our contact via the internet with companies and people often feels remote, illustration signals something familiar, emotionally warm, and most of all tangible. For brands, it’s a signifier of provenance, made-by-hand and trustworthy.

This driver is accelerating and illustration is becoming divergent - both more digital and more animated. It’s becoming less like the illustration we are familiar with, as art directors and designers explore the boundaries of various editorial and advertising contexts. At the same time it’s becoming more three-dimensional and more about delivering a tangible experience through its physicality…”

*John O’Reilly Computer Arts issue 235*
Keywords:

• Access / Diversity
• Speed / Movement
• Interdisciplinary
• Authorial Illustration
• Commercial / Research
• Ambiguity
• Illustration as Verb
• Mirror / Media Bubble
• Community / Critical Position
WE CALL ON ILLUSTRATORS late at night, in the early morning and on deadline. The subjects are complex: #MeToo, the immigration debate, climate change. We ask them to address these topics with sensitivity, wit and feeling — to add fresh perspective and avoid cliché. Also, “Can you send a sketch in a few hours?”

We call on them because, at a time when the news cycle can feel relentless and overwhelming, these images make a different kind of
Lived your imagination can take you anywhere.
THE FUNDAMENTALS OF ILLUSTRATION

Hein Jo De, Generate Ideas, Interpret Briefs and Promote Oneself. Practicality, Philosophy and Professionalism are Explored in both the Digital and Analogue Worlds of Illustration.

Lawrence Zeegen
Crush

AVA Academia
How to be an illustrator

Darrell Rees

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Interviews/Illustrations: Jim Heim, Michael Stadlen, Jefrey Dobson, Marc Boudiau, Andrew Kopp, Brian Pusler, John Teehan, David Loux, Mike Shimer, Robert E. Lee, Justin S. Dinn

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Illustration

From big cats to commuters, Reece Wykes creates characters using the subliest of details

The Folio Book of Ghost Stories wins top prize at the V&A Illustration Awards

Ace new Laura Callaghan work calls BS on the idea that we can be "whatever we want to be"

Tilburg-based Studio de Leijer makes us chuckle with bonkers magazine Wobby

Célestin Krier goes back in time with his colourful, prehistoric-style illustrations

Illustrator Cristina BanBan intertwines the eccentricities of London life with memories of her native Spain

Illustrator Tianhua Mao has imagined the museum of the future – and it’s gelatinous

George Heaven’s gross illustration is gloriously hellish
– Johnny Appleseed

"Type a quote here."
“For, within the situation of postmodernism, practice is not defined in relation to a given medium - sculpture - but rather in relation to the logical operations on a set of cultural terms, for which any medium - photography, books, lines on walls, mirrors, or sculpture itself - might be used.”

Rosalind Krauss
ELCAF
2nd EAST LONDON COMICS & ART FESTIVAL

Saturday 22nd June 2013
York Hall
5 Old Ford Road
Bethnal Green
London E2 9PJ
10am-7pm
Entrance fee: £3
www.elcaf.co.uk
Just One More Game ...
Angry Birds, Farmville and Other Hyperaddictive 'Stupid Games'

In 1989, as communism was beginning to crumble across Eastern Europe, just a few months before protesters started pecking away at the Berlin Wall, the Japanese game-making giant Nintendo reached across the world to unleash upon America its own version of freedom. The new product was the Game Boy — a hand-held, battery-powered plastic slab that promised to set gamers loose, after all those decades of sweaty bondage, from the tyranny of rec rooms and pizza parlors.
Abstract Sunday

Competitive Armchair Olympics: Rocket Man
• http://niemann.blogs.nytimes.com/2012/08/08/competitive-armchair-olympics-rocket-man/#respond0
Let's Make Some Great Art Activities

Home Books Activities Gallery

Fingerprint Art

This activity lets you transform finger and hand prints before you've even had a chance to get your ink pad out. With a few hints to spark your creative imagination, our easy to use app even lets you share your masterpieces with the world.
• http://www.letsmakesomegreatart.com/activities
Art Proposal for Storm Drain Murals Pilot Program: *Wildlife Gems*

**Designs by Michael Bartalos**

**concept**
San Francisco Bay is a precious resource for both people and wildlife. My proposal is designed to protect our marine ecosystems by raising awareness of the Mission Bay storm drains that lead directly into our waters. Making these drains publicly recognizable is key to reducing the amount of pollutants that reach the Bay via these conduits.

My project, titled *Wildlife Gems*, takes the Bay’s diverse animal species as its focus. It superimposes a different creature onto each drainage area, integrating the drain’s rectangular shape with the animal form. By combining drain and animal, these text-free murals communicate the idea that feeding the drain is equivalent to feeding the animal.

**mural format**
The shape of the murals capitalize on the isometric trapezoids surrounding each drain. My compositions fill this area and extend the calls and onto the sidewalk. The sidewalk portions of the murals mirror the street trapezoids, creating zoom-like configurations that reinforce the concept of treating the Bay as a natural treasure.

**content**
Any type of Bay animal can be configured to fit the gem-shaped mural format. Viewers will enjoy the manner in which various life-forms inhabit the shape, and how animal shapes accommodate the drain’s grille.

**fish: view from sidewalk**
**fish: view from street**

**crab: view from sidewalk**
**crab: view from street**

**heron: view from sidewalk**
**heron: view from street**

**design features**
*Wildlife Gems* is executed in a bold, graphic style, making the murals perceivable from a distance. The series is consistently colorful and features an array of vibrant background patterns. Each artwork is customized to its surroundings, taking parking meters and other permanent fixtures into consideration as shown in the crab mural graphic. As a collection, the murals will function to engage the public, test cheer and color to Mission Bay, teach good stewardship, and ultimately help protect and improve our Bay’s waters.

**drain mural locations proposed by SFPUC**
“This means one cannot understand reality without understanding cinema, photography, 3D modelling, animation, or other forms of moving or still image. The world is imbued with the shrapnel of former images, as well as images edited, photoshopped, cobbled together from spam and scrap. Reality itself post produced and scripted, affect rendered as after-effect.”

_Hito Steyerl - Too Much World is the Internet Dead?_
Elizabeth-Rose
Fantasy illustrator, author of The Naiad Chronicles. Currently working on Silver Jill.
Caimwind art daily for all 2019! Sorry, no DMs pls.
www.inukibooks.com
• https://www.youtube.com/watch?v=DbP8bpNJsJc
A Companion to Illustration

A contemporary synthesis of the philosophical, theoretical and practical methodologies of illustration and its future development.

Illustration is contextualized visual communication; its purpose is to define society by influencing the many aspects of its cultural infrastructure; it disseminates knowledge and education, it commentates and delivers journalistic opinion, it persuades, advertises and promotes, it entertains and provides for all forms of narrative fiction. A Companion to Illustration explores the definition of illustration through cognition and research and its impact on culture. It explores illustration's boundaries and its archival distinction, the reflected forms of its parameters, its professional, contextual, educational and creative applications. This unique reference volume offers insights into the expanding global intellectual conversation on illustration through a compendium of readings by an international roster of scholars, academics and practitioners of illustration and visual communication.

Encompassing a wide range of thematic dialogues, the Companion offers twenty-five chapters of original essays, examining the character and making of imagery, illustration education and research, and contemporary and post-contemporary context and practice. Topics including conceptual strategies for the contemporary illustrator, the epistemological potential of active imagination in science, developing creativity in a polytechnic environment, and the presentation of new insights on the intellectual and practical methodologies of illustration:

- Evaluates innovative theoretical and contextual teaching and learning strategies
- Considers the influence of illustration through cognition, research and cultural hypotheses
- Discusses the illustrator as author, intellectual and multi-disciplinarian
- Explores state-of-the-art research and contemporary trends in illustration
- Examines the philosophical, theoretical and practical framework of the discipline

A Companion to Illustration is a valuable resource for students, scholars and professionals in disciplines including illustration, graphic and visual arts, visual communications, cultural and media and advertising studies, and art history.

Alan Male is Professor Emeritus, Falmouth University, UK. He is an internationally recognized academic, writer, illustrator, and lecturer on communication, historical and cultural studies, and professional illustration practice. Professor Male is author of Illustration: A Theoretical and Contextual Perspective, Illustration: Meeting the Brief, and The Power and Influence of Illustration, has won numerous international awards and has illustrated more than 170 books.
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THank you

All the team wants to thank you for attending the conference. There have been three nice days in which we have been fortunate to have great illustrators of the international scene with us and also excellent artists who have shared with us their work processes at the Showrooms area. We are very happy with the result!

Thanks to all!

Last day for the early birds discount!
–Johnny Appleseed

“Type a quote here.”
MOKITA: Style
Friday, 10 October 2014

10.00-18.30
The Screening Room
£25

For some it's a creative straitjacket, for others the Holy Grail – whether it be mimcry or origination, style in Illustration can mean polar opposites, and is the subject of the third MOKITA conference at Somerset House. Planned in spring 2014, the subject has been explored in the current issue of Varoom magazine and discussed at September’s Crowd Talks at Hoxton Gallery. This is an opportunity to further debate and define the term.
THANK YOU

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