

Unit 5.1 Voyage into drawing & graphic arts

- Henry's favourite artist was Edgar Degas. He was also influenced by Japanese art. The subject matter and colours show this influence most.
- Henry usually worked at night in places such as cafés, nightclubs (Moulin Rouge), circuses, restaurants, and in the streets of Paris.
- Dancers, Cafés, The Moulin Rouge, People/Portraits.
- Post-Impressionism, outlines, loose, colourful, and moody.
- Toulouse-Lautrec helped to make the dancers and entertainers of Montmartre famous all over Paris. He also helped to preserve history and show the "underground culture" of Paris.
- Toulouse-Lautrec helped people realize that posters were also art. Again Henry also helped to tell history through his paintings.

11 Write a short text developing the following points.

- Describe this work by Toulouse-Lautrec.
- Analyze the work in terms of elements and design principles.
- Interpret the work in terms of ideas and emotions.
- Judge the work as to its success both technically and in either communicating an idea, an emotion, or fulfilling a practical purpose.

Comics

The first comics were seen at the beginning of the 20th century as a result of the search for new ways of graphic and visual communication and expression. In 1906, graphic artists Lyonel Feininger and Winsor McCay began to achieve a wonderful quality that went beyond the popular notion of cartooning. Feininger created two strips, *Wee Willie Winkie's World* and *The Kinder Kids*, in a style that lay somewhere between Art Nouveau and expressionism. The crack of the Stock Market in 1929 was a **turning point** in comic books' history, and in the 30's comic books evolved by starting to picture adventures. Alex Raymond's *Flash Gordon*, Chester Gould's *Dick Tracy* and Hal Foster's adaptation of E.R. Borroughs' *Tarzan* achieved great success. The **outcome** of this process was the birth of a typically American comic: the superhero, with Siegel and Shuster's *Superman*.

Another great story was conceived in the Fifties, an apparently innocent strip about a group of children: the *Peanuts*, by Charles M. Schulz. Charlie Brown, the main character, is a 6 year old boy, born to lose. He symbolizes insecurity, ingenuousness, and lack of initiative: an eternal **waverer**. His dog, Snoopy, is a philosophic beagle on the top of his red house. This strip starts the thinking and intel-



Henri de Toulouse-Lautrec, *Aristide Bruant*, 1892.

lectual age of comics, with a greater **enhancement** of text over the images.

In the sixties we can see the remake of the superhero with the *Marvel Comics*, by Stan Lee and Jack Kirby. Lee and Kirby had (already) worked with comic books and super heroes, but then, they got the opportunity to create an entire new fictional universe. The surprise was that the characters had some kind of weakness or defect in opposition to their super powers. *Fantastic Four*, *Silver Surfer*, *Thor*, *Hulk*, *X-Men*, *Iron Man*, *Dr. Strange* were the first of innumerable characters that would soon turn Marvel into the number one comic book on the



Corto Maltese by Hugo Pratt.

market. But the most popular character, and one of the most interesting superheroes ever created, is the Spiderman, the secret identity of **frail** and shy teenager, Peter Parker.

Also, examples of what we today call adult comics became more usual, opening the way for the creation of stories such as *Barbarella* by Jean Claude Forest, *Mafalda* by Quino, and *Corto Maltese* by Hugo Pratt.

As computers seized the world, they also seized comics. Colouring became an art form more **sui-
ted** for computers and ad companies, such as Liquid Colouring and Digital Chamaeleon, broke new ground in how to colour comics.



Mafalda by Quino.

glossary

turning point: svolta

outcome: risultato

waverer: indeciso

enhancement: valorizzazione

frail: fragile

**sui-
ted:** adatto

writing

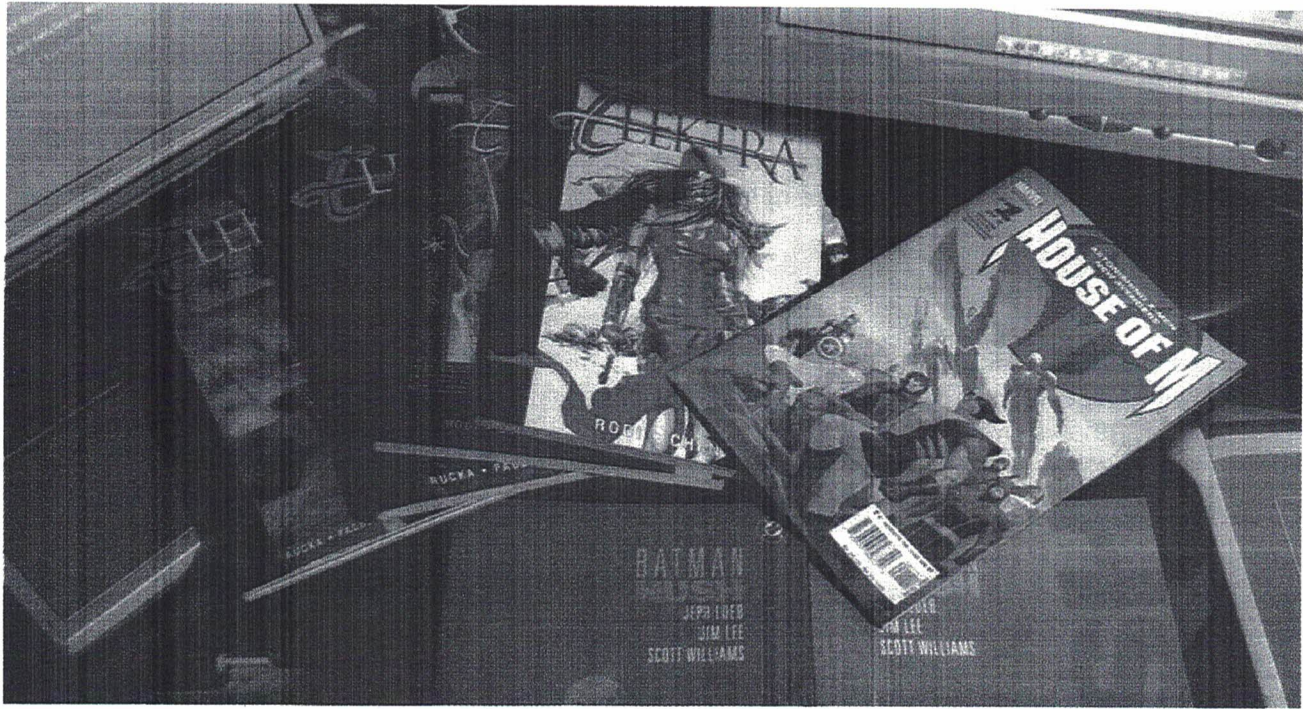
12 Answer the following questions.

- 1 When were the earliest comics published?
- 2 Why was the crack of the Stock Market in 1929 a turning point in comic books' history?
- 3 What kind of comics does Flash Gordon belong to?
- 4 Who started the intellectual age of comics?
- 5 How was the superhero tradition modified to produce a new comics genre?

vocabulary

13 Find the corresponding words/expressions in the text.

- 1 quest
- 2 collapse
- 3 surpassed
- 4 shortage
- 5 revised version
- 6 flaw
- 7 new edition of a film
- 8 transform
- 9 conquered



vocabulary

16 Match the following terms associated with comics to their corresponding definitions.

- | | | |
|-------------------|---|--|
| 1 cropping | a | Creating tonal or shading effects with closely spaced parallel lines. When such lines are placed at an angle across the first, it is called cross-hatching. Artists use this technique, varying the size, closeness and other qualities of the lines, most commonly in drawing, linear painting and engraving. |
| 2 design brief | b | A sequence of images or drawings that describes the planned content of a film or video. |
| 3 framing devices | c | A particular way of carrying out an art-making process; for example, the procedures involved in the process of etching include applying the ink to the etching plate, rubbing off the excess, and taking an impression. |
| 4 hatching | d | A given or negotiated task that clearly identifies a design problem for investigation and resolution, often in accordance with required specifications. |
| 5 layout | e | Strips of paper the same length used as the base for weaving. |
| 6 mixed-media | f | Cutting off or masking out an unwanted area of an image. |
| 7 procedure | g | A series of images, drawings, or art works that shows the development of an idea or storyline. |
| 8 process | h | The use of formal or informal borders, such as patterns or aligned objects (e.g., trees, abstract shapes or areas of colour) which surround and thus frame more central components of an image. |
| 9 sequence | i | A specific art-making method; for example, etching is one of several printmaking processes. |
| 10 storyboard | j | The arrangement and positioning in a design of text, illustrations, photographs, diagrams, and so on. |
| 11 warp | l | This technique uses a range of different materials to develop an artwork (for example, ink, paint, newspaper, cardboard, cut paper, pencil, or pastel) and can incorporate photographs, computer printouts, newspaper articles). Some, or all of these are used in layering, smudging, textural rubbings (frottage), scratching (sgraffito). |