

A Team Arts: What is Illustration?

Theme: Nature in the City

Learning goals:

- Introduce the field of illustration
- Humanising nature in order to create empathy for ecosystems and wildlife among young Londoners who may feel disconnected to it.
- Explore artist perspectives on nature

References:

<https://underwatersculpture.com/> Jason deCaires Taylor creates underwater sculptures designed to be taken over by sea creatures. “Each sculpture is effectively an artificial reef that provides new habitat spaces for a variety of marine life whilst drawing tourists away from natural, fragile areas.”

<https://www.instagram.com/messymsxi/?hl=en> Tan Zi Xi “The Invisible Forests” and “Plastic Ocean, 2016”

<https://www.itsnicethat.com/articles/yo-li-illustration-discover-180825> Yoli “One of Yoli’s favourite books is *The Sense of Wonder* by Rachel Carson, as its message closely reflects one of her own hopes — “that a deeper love for nature can bring people together to protect it”, she shares. “Ultimately I hope my work encourages other people to grow curious about nature and to step outside and explore it for themselves.”

<https://www.instagram.com/kangyannan/> Connie Kang is an Art Director (Character Designer, Illustrator and Concept Artist) currently working at SEGA. She has published two volumes of an artbook called *Metamorph*, filled with her animal-to-human character designs. “Each piece reimagines an animal as a unique human personality — blending nature, fashion, and storytelling. It’s a fun exploration of body language, attitude, and identity through the lens of character design.”-[From LinkedIn](#)

Session Plan

11:00am- Introduction to Workshop Theme

11:05am- Presentation: What is illustration, who am I and about my illustration practice.

11:15am- Icebreaker activity: Imagine you were born in a London without humans. What animal would you be born as and why? Draw a picture and write a short sentence explaining.

11:35am- Task 1: Select your animal.

11:40am- Task 2: Brainstorm about selected animal/ insect (Short 1-minute exercises)

11:50am- Matching animal characteristics to human traits

12:00pm- Demo: Create 3 distinct designs using sketch and notes

12:15pm- Task 3: Create 3 distinct designs using sketch and notes

12:30pm- Demo: Posing your character

12:35pm- Task 4: Develop your final character sketch

12:50pm- BREAK

1:00pm- Demo: Colour and Line

1:10pm- Task 5: Produce the final image

1:45pm- Review the work being produced

2:00pm- Clear up

2:15:pm- Student feedback

2:30pm- Session ends, staff review