

Cartoonmuseum Basel

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Thematic tours and workshops

Guided tours

How do comics work?

According to the American cartoonist Chris Ware “cartoons are not real drawings, because they are drawings intended to be read.” This guided tour traces the development of comics. We get to know some important drawing styles – like Hergé’s “Ligne claire” (The Adventures of Tintin), and discover new trends leading up to the graphic novel. The questions of what comics are and can achieve will accompany us on this tour.

“It’s just lines on paper, folks” (Robert Crumb)

On this tour we discuss the limits of caricature. Where can caricature transcend boundaries? Where are limits to artistic expression? We look at different recent works and compare the artistic means and traditions that caricature follows in different countries.

One tour (up to 25 persons): Sfr 100.– flat rate, plus Sfr 7.– admission per person

Two tours (from 26 persons): Sfr 130.– flat rate, plus Sfr 7.– admission per person



Workshops

I spy with my little eye

Flecks of colour turn into cartoon characters, stories and picture puzzles. Find meaning in a blotch, and content in a shape. Completing pictures for imaginative minds from 9 to 99.

Face drawing for dummies

Cartoons work with sparse but confident lines. How does one draw strong characters with only a few strokes? How does a head come across as an endearing friend, a brave superhero or a fearless cowboy? The workshop reveals the secrets of character representation in comics and cartoons and encourages to put one's own characters on paper.

The hand-held cinema

A mosquito dancing around in the bedroom and sucking blood until it bursts – that's the story of Winsor McCays' debut film. We draw inspiration from this film, learn about the basics of animation and draw our own pictures, which we then set in motion in a flicker book.

Why simple is hard

The "Ligne claire" style of drawing is known from "The Adventures of Tintin" and loved by everybody. It is characterised by distinct outlines, monochrome panels, and highly stylized characters. It is distinctive and easily readable at the same time. But to draw in this style requires more skill and discipline than one might guess, as the clear strokes are unforgiving when it comes to precision. In this workshop you learn to develop your own "Ligne claire" character as well as many basic elements of comics illustration.

Ouf! Learning French with Comics

This workshop adds a splash of colour to everyday learning. Here, an interactive guided tour is combined with a workshop that has a practical element.

Children and youths show immense interest in comics, which provides an ideal basis for approaching comics' adventures and punch lines in an effortless relaxed way, without getting thrown by the new language. Comics and graphic novels are set in completely normal real life, and address everyday topics – particularly, in the case of "Titeuf", those pertaining to adolescents. As they make it possible to directly identify with the protagonists, they are a highly suitable means of obtaining practical linguistic and textual skills.



Learning in the museum also enables youths to work directly with the exhibition's original images. The museum can be seen as a stage, on which the participants can become removed from their everyday lives and able to experiment with language more freely.

Recommended for: Primary school year 5 and above, plus secondary school levels I to III

Duration: 90 minutes

Skills: Experimentation with the French language

Costs:

One tour (up to 15 persons): Sfr 150.– flat rate, plus Sfr 7.– admission per person

Two tours (16–35 persons): Sfr 200.– flat rate, plus Sfr 7.– admission per person

