



TIM BRANDT

GRAPHIC DESIGNER

Great Designs just keep rollin'

ARTIST STATEMENT

Ever since I was a little boy, I've always enjoyed the feeling of having somebody look at my work. Whether it was someone who really wanted to see it or I was looking for an opinion on it, I've never been shy about sharing my work with others. One thing, however, that I have been hearing since I first started is, "I wish I had talent like you." Talent, for me, is a very loaded word. On one hand, the word means that a skill comes more naturally to someone than it does for others; but, in the context that I hear it in, it usually translates to, "You were born able to draw and I was not." To me, I don't consider myself a "talented" artist; I consider myself a "skilled" artist. I have loved drawing since I was little, and that love inspired me to practice and learn all that I could about it. As time went on, the more I practiced. The more I practiced, the better I got. It is that simple. Art is not something that people just have or they don't. Art, like any skill, is cultivated through a passion for what you do and a desire to improve. If someone is passionate in their work, and if they are dedicated to continue to learn and grow in their craft, there is no reason that they should think of themselves as any less an artist. The world is a better place with more artists in it, and everyone is welcome to join in!

ANIMATIONS

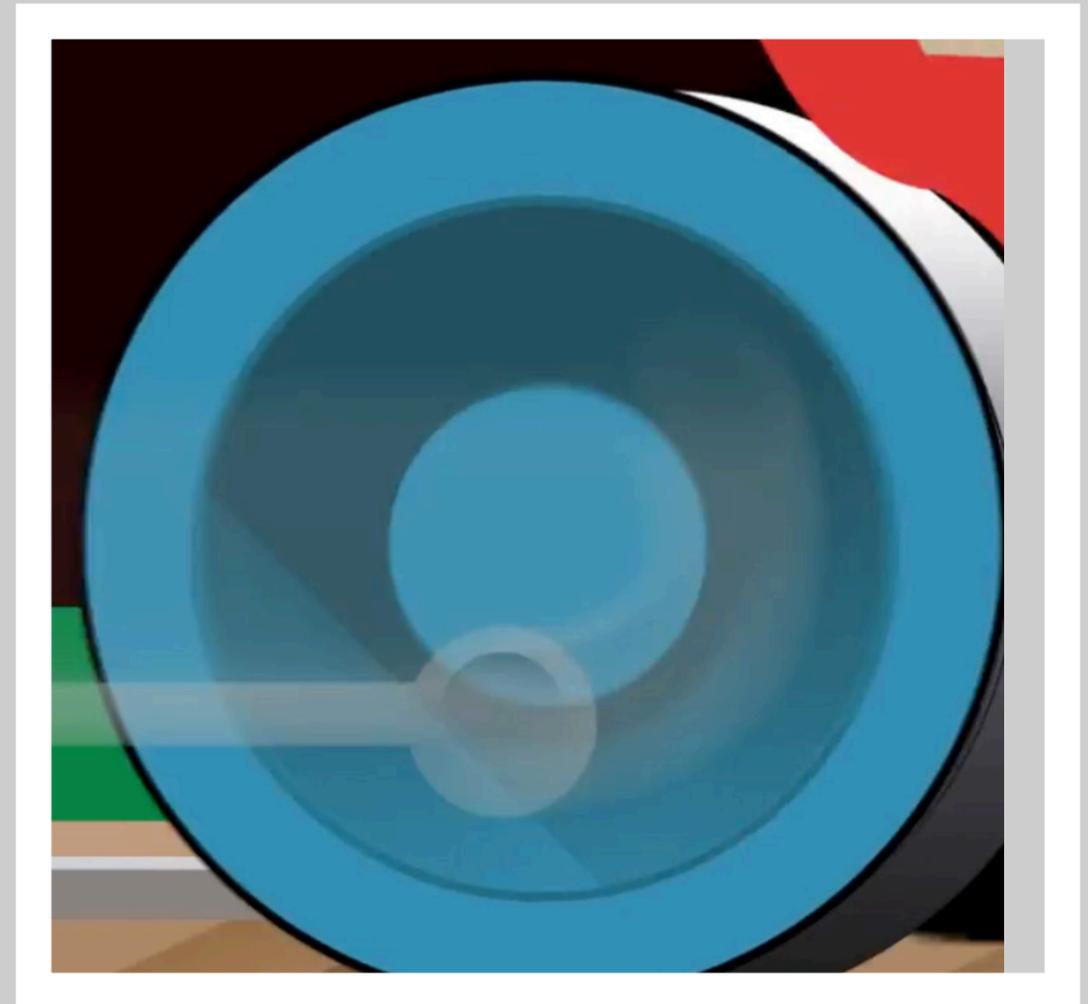
Animation is one of my favorite aspects of graphic designs. This collection features several different types, ranging from a music video to a game review and story-driven animation. All were created using the Adobe Creative Cloud line of programs



“RAILROADED”

A simple drive through the country side takes a surprising turn for our unsuspecting driver.

<https://www.youtube.com/watch?v=CLxs2d0Allg>



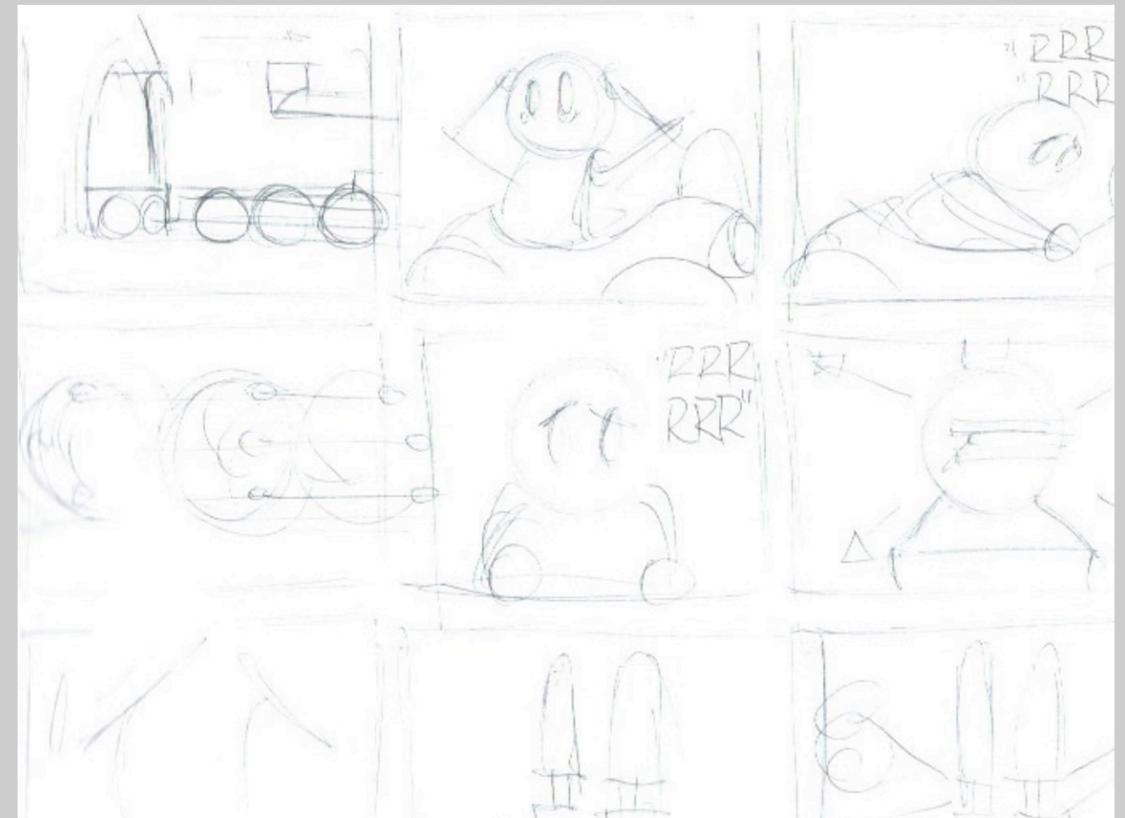
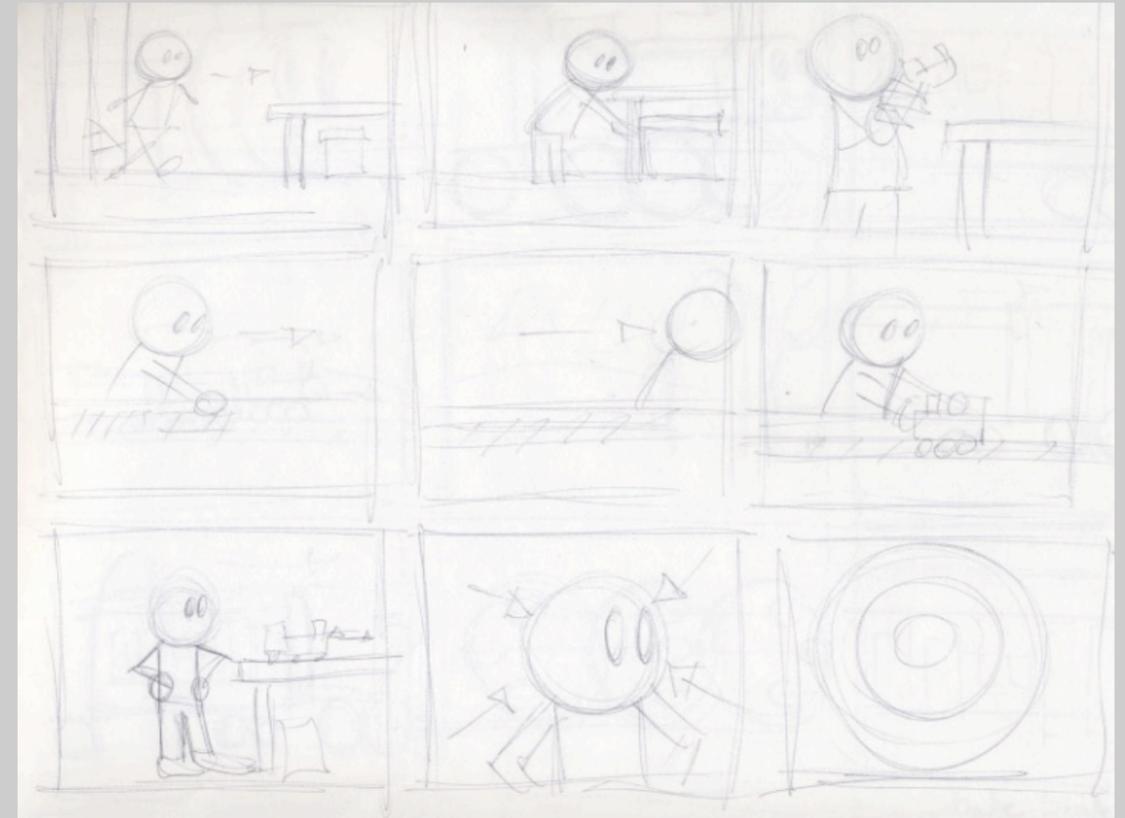
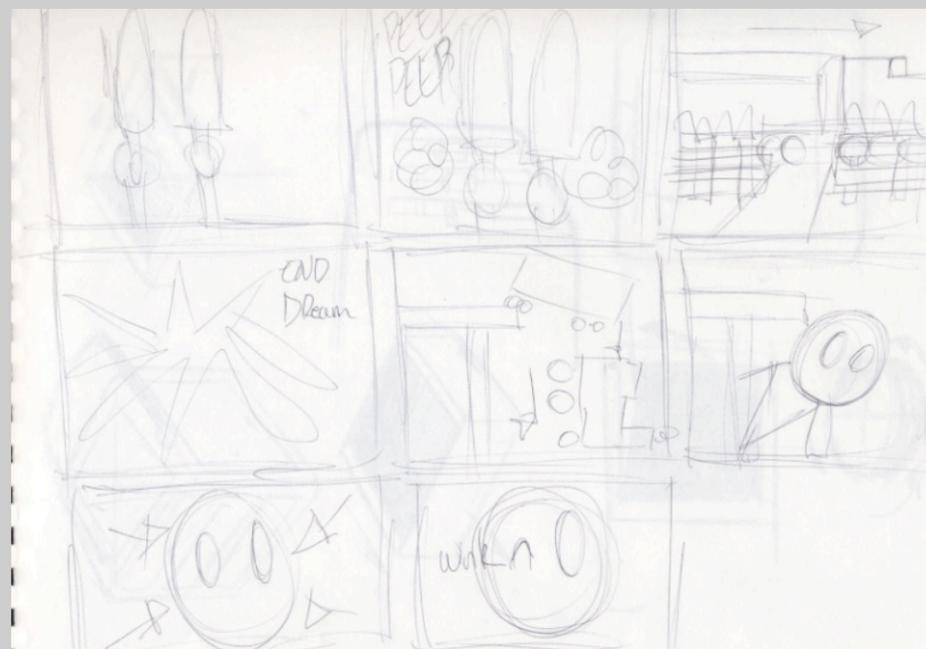
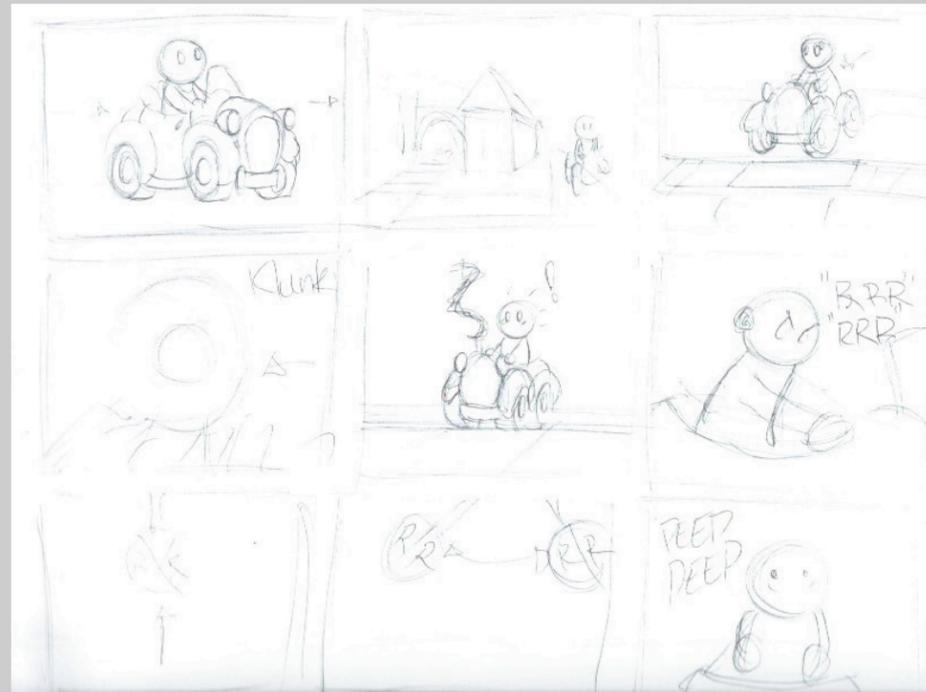
“RIDIN’ ON THE RAILS”

Get ready for musical trip along the line with a familiar face.

<https://www.youtube.com/watch?v=jaj69vzrz4>

STORYBOARDS

This section gives a glimpse into the process I used when creating the animations in a previous section. Both of them were planned out on paper in a sketchbook before they were transferred into Adobe Illustrator for use in creating the assets for the finished projects.



VIDEO EDITING

Video editing is another passion of mine, particularly from when I began watching Youtube. I had always been impressed by the creators who were able to make their own mini T.V channel talking about things like movies and video games. It was from this that inspired me to try my hand at video editing.



ALL SUMMER LONG

This video was done during a small exhibition of Barbara Weisenburg. The footage was shot by a colleague, and I was in charge of editing the final product. The goal was to create a documentary suitable for channels such as PBS.

<https://vimeo.com/241030372>



THE LICENSED GAMER

"The Licensed Gamer" was a persona I had created for myself when attempting my own hand at creating a video game review show. This film was a test episode to try out my editing skills and voice-over work.

<https://www.youtube.com/watch?v=3T5UVY-8Nos&t=40s>



HOME ABOUT CLASSES

OTHER SUPPLIES

Of course, pencils and paper aren't the only art materials one can employ. There are a wide variety of other pens, pencils, markers, brushes, and many other types of supplies that can be used in the medium. Here is a selection of recommended additional supplies.

BOOKS



One of the best things about our modern world is that so many books have been written on the aspects of the art. Pictured here are some of the recommended books that would be of great use to the student. "Character Animation Crash Course" by Eric Goldberg, "The Animator's Survival Kit" by Richard Williams, "Cartoon Animation" by Richard Williams. All can be found at reasonable prices via Amazon.com or BarnesandNoble.com.

...to stop when you leave the classroom. ...to animation. Here, you'll find bite-sized tips on ...ing, Character design, and so much more! Just click ... below to load it into the video player.

MATERIALS

Art supplies can be notoriously expensive if you don't carefully consider what you intend to use it for. We here at Cartoon Academy are of the belief that the grade or quality of materials doesn't matter as long as we can teach people to use them properly. While they certainly are not the definitive tools, there is a small list of basic supplies that would prove to be a good reference point.

Pencils: Staedler Mars Lumograph Pencils: These are the standard used in the animation industry. Recommended are 2H, B, 2B, and C lead. Can be found online or most local retailers.

Erasers: Kneaded Erasers: They hold up much better than standard erasers, and they do produce excess shavings. Can be found online or in most local retailers.

Sketchbooks: Strathmore Sketchbooks: These come in a variety of paper types and can be found rather inexpensively. Available online or in most local retailers. For other more advanced equipment, visit <http://www.cartoonsupplies.com/>

[Register for Course](#)



PERSPECTIVE DRAWING

Our perspective drawing playlist will take you through a plethora of bite-sized tips for setting up perspective in your drawing. This includes One-point, Two-point, and Three-point variations.



WELCOME

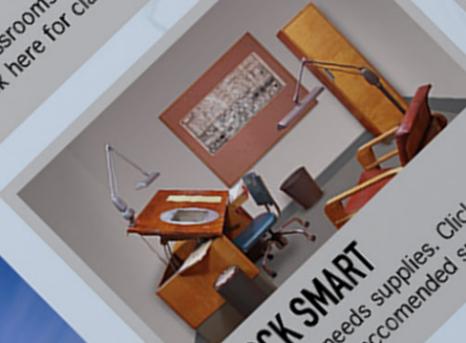
On behalf of the staff of Cartoon Academy, we welcome you to our website. Our mission is to bring the magic of traditional animation to people of all ages; people who may have seen or grown up watching the shorts from the golden age of animation. Whether you are an experienced artist or a hobbyist, we seek to provide the best drawing instruction we can to ensure you leave our classrooms a better artist.

"If you can dream"

HOME ABOUT CLASSES MATERIALS VIDEO



TIME TO START
Our classrooms are ready for artists, check here for class-times.



STOCK SMART
An artist needs supplies. Click here to see our recommended supplies.

HEL
Our c
for y



HAV
If you
quest

HOME ABOUT CLASSES

Operating
Standard
Thank

CARTOON ACADEMY

This mock-up website represents my burning passion for all things classic animation. This group includes everything from the home page to the materials needed for attending classes.

No. of pages: 6

Programs:
Adobe Photoshop
Adobe Illustrator
Adobe Dreamweaver



EASY
Materials are ready
to be day.



LOCATION
Our academy is located just
beautiful downtown Flint, MI
positioned just off of Mott
Library. Our address is
cautious as we are

THE COMIC BOOK

“The Comic Book” is a fictional fan-magazine centered around many different superheros and comic book creators. The spreads to the left show two common types of spreads featured in the piece. The top being a profile of a famous comic artist, and the bottom featuring the layout of one of the articles featured inside.



STAN LEE



Famous Works

- Spiderman (Issues 1-100, 1962-1984, Marvel)
- The Incredible Hulk (Issues 1-6, 1968-69, Marvel)
- Fantastic Four (Issues 1-114, 120-125, 1961-72, Marvel)
- Silver Surfer (Issues 1-18, 1968-70, Marvel)
- The X-men (Issues 1-19, 1963-66, Marvel)
- Captain America (Issues 100-141, 1968-1971, Marvel)

About the Artist

Stan Lee is an American comic-book writer, editor, film executive producer, and publisher. Born on December 28, 1922, He was formerly editor-in-chief of Marvel Comics, and later its publisher and chairman before leaving the company to become its chairman emeritus, as well as a member of the editorial board. During his career, he has co-created comic book legends such as Spider-Man, The Hulk, Iron Man, and many other classic Marvel heroes. In 2008, Lee was awarded the prestigious National Medal of Arts. He currently finds himself traveling around to various Comic Cons across the country.

Did You know?

Stan Lee is famous for making multiple appearances in official Marvel media. The earliest examples of this came from the early "Fantastic Four" comics, where Lee and his collaborator, Jack Kirby, were cast as comic book creators. In the world of the Fantastic Four, they create and publish comics based on the heroes' "real" adventures.

Fantastic Fame

As one of the most recognizable creators in the industry, Stan Lee has no shortage of awards and accolades spanning his career. Just to name a few, these accomplishments include the Eisner Award, Producers Guild of America Award, a star on the Hollywood Walk of Fame, and a Saturn Award for his life's career. Quite the impressive resume!

The Spidey Sense still Tingles

Ever since he swung on to the scene in 1962, Stan Lee's Spider Man has become one of the most recognizable comic book characters of all time. As the mascot of Marvel Comics, the character has appeared on everything from t-shirts to trading cards. In 2002, the theatrical release "Spider-Man", starring Tobey McQuire, was the first film to pass \$100 million at the box office in one week. Not bad, Spidey!

Spider-Man's net worth is estimated to be well over 2 billion dollars! Better watch your back!

Comic Books

The Underdog Story

Written by Tim Brandt



For many people, the word "Comics" brings about excitement for the latest cinematic adaptation of a beloved superhero. It also brings to mind a group of stereotypical "nerds" hunched over a bin at the local comic shop, meticulously sorting through all the available comics in order to figure out if there is an issue missing from their collection. This is the view of comic book fans that Hollywood presented to us in the late 70s and 80s, before the advent of a cinematic comic universe. Looking at just how much our culture has embraced the idea of comic books and movies based upon them, it really makes one wonder what change occurred to make comics more beloved by a general audience. While I may not be able to answer every question, I think I can at least give an educated attempt at doing so.

I think I'll start my investigation back in the 1960s, when some of the first comic book adaptations were made for the small screen. One of these was the infamous "Batman" series starring Adam West. While beloved today for its campiness and over-the-top goofiness, it certainly didn't paint the medium of comic books in a very positive light when it first launched in 1966. Cheesy story lines, some of the hammiest acting one could imagine, and an overall juvenile feel to its content left the public to further believe that comic books were little more than kids' stuff. In the 1980s, however, things changed big time. Frank Miller, one of the greatest comic book creators of all time, worked with D.C comics on a new Batman series called "The Dark Night Returns." There was no Adam

West in this version, as this comic dove headfirst into dark territory, showing not only an insane level of violence that no comic had done before, but its stories looked into the psychological side of its characters, making them feel more like real people and not just guys in rubber suits. This is what kicked off the trend of more adult-oriented comics, around 1986, and it's only continued to grow from there. Soon, every major comic book hero had been giving a dark makeover, looking to capture the older audience in ways that it had never been able to before.

One of the greatest champions of this era was a comic called "The Killing Joke." This 1988 Batman comic is still heralded today as one of the darkest comics in existence, as we take a plunge into the tortured and satanic psyche of the Joker. This includes both his backstory of how his wife was murdered, his

obsession with Batman, and even a scene where he kidnaps the mayor of Gotham city and shows him images of his daughter lying naked in bed and bleeding profusely. This was a whole new level of twisted no one had ever seen in the comic's industry. This is where I believe the turning point for comics really began to pick up. While the impact of such violence is debatable, the crafting of intricate stories that focused on the lives of the heroes is what, I believe, truly helped people see comics as an art form. Before this, comic heroes were more of the typical "All-American" super hero; they fought for what was right and that was the end of it. While this may pacify younger readers, it leaves the inquisitive minds of adults wanting more. The darker themes present in our modern comics also helped prove that comics could be taken in multiple directions to serve the story.

Another reason I think that may have been a cause is actually a pretty simple concept; the fans just grew up. It appears to me that our

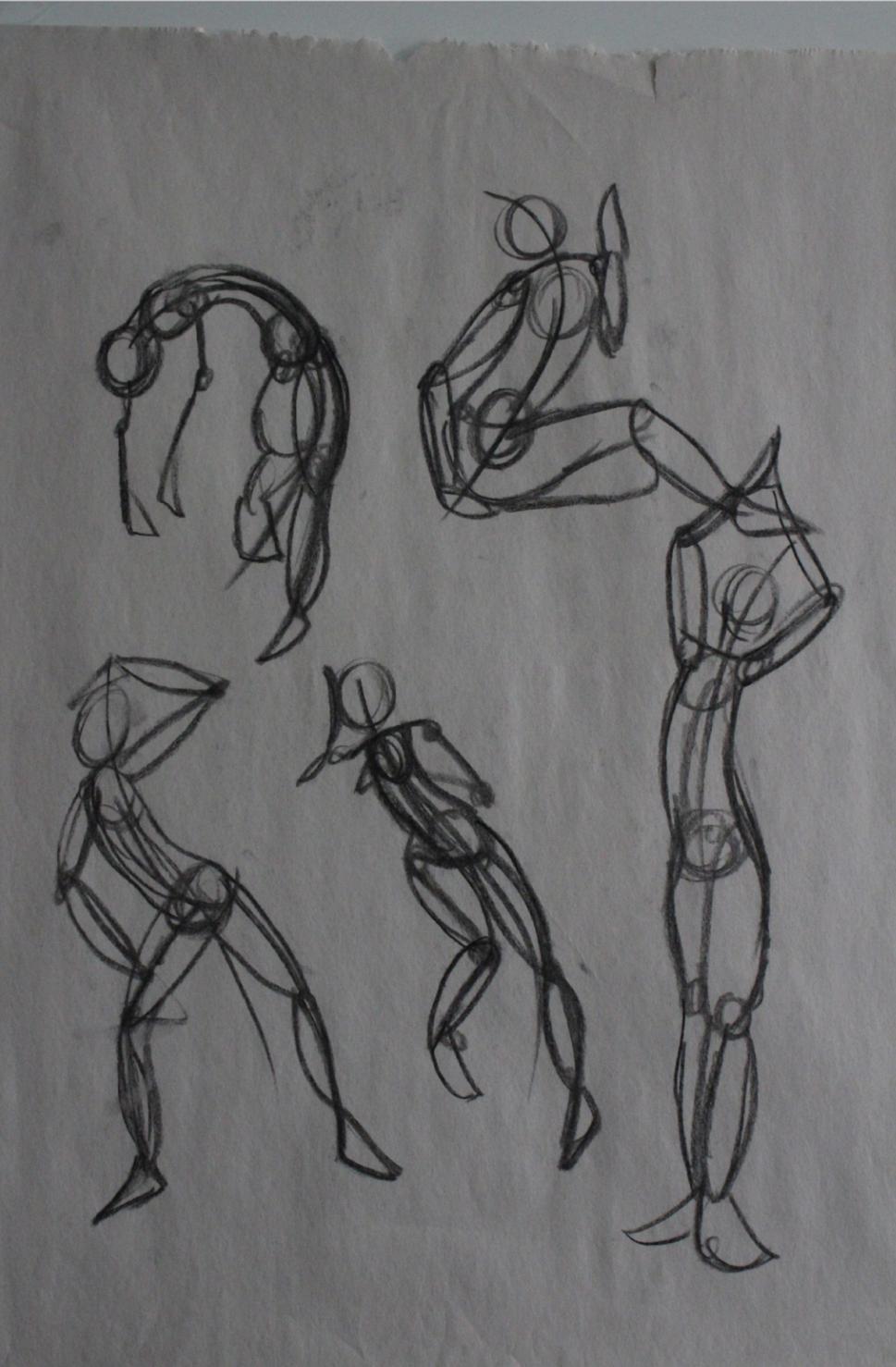
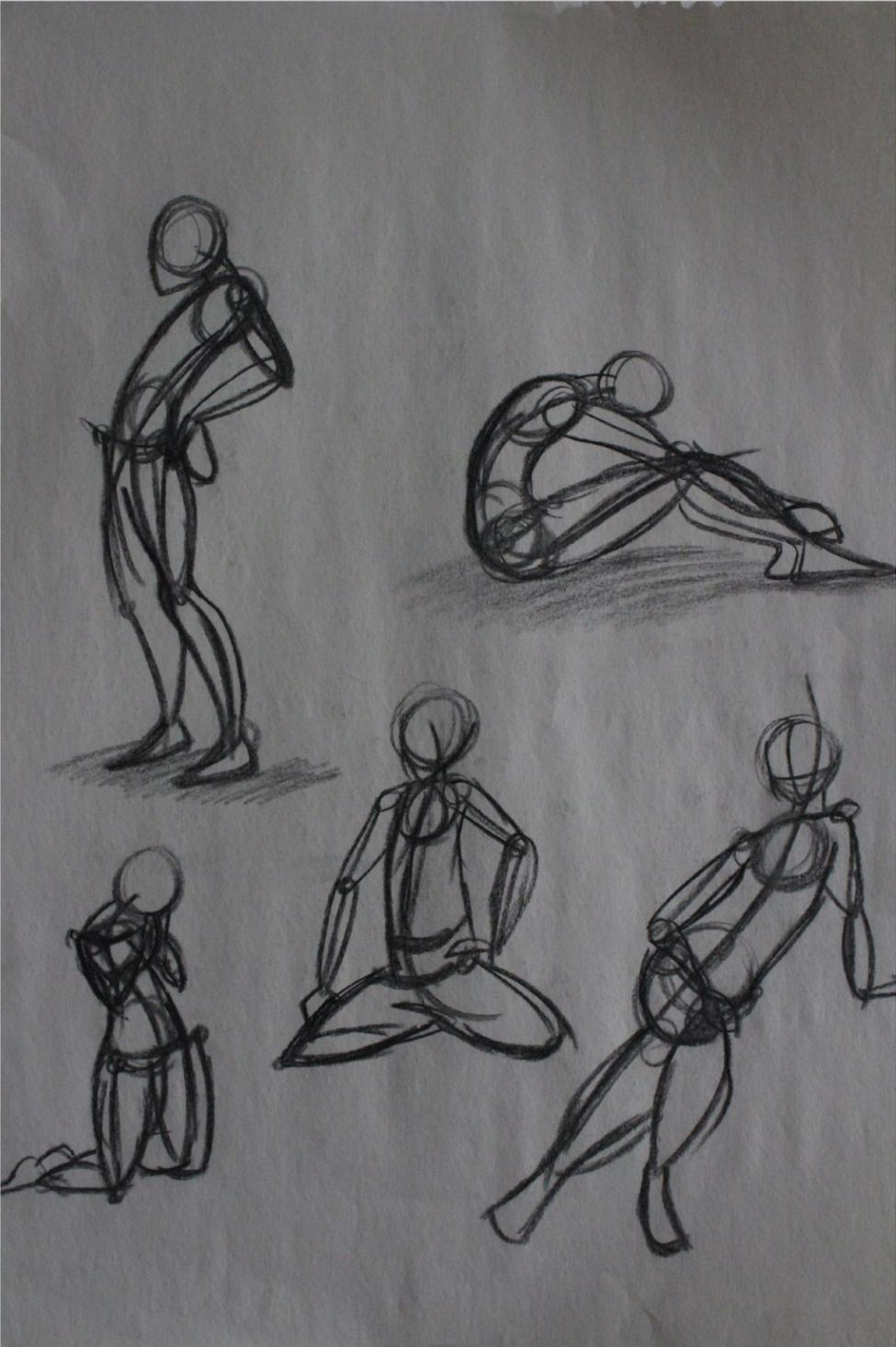
EDGAR ALLEN POE BOOK JACKET

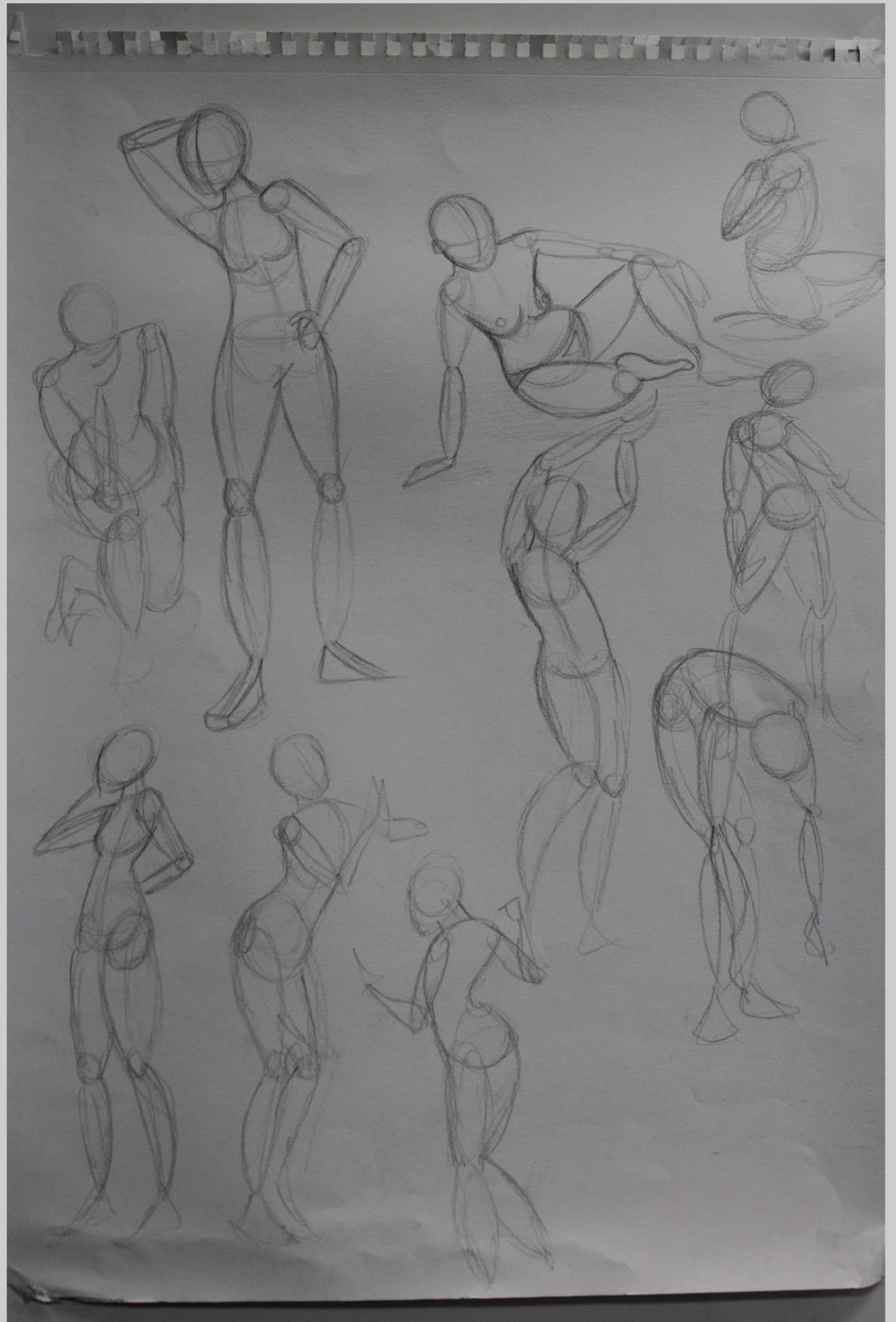
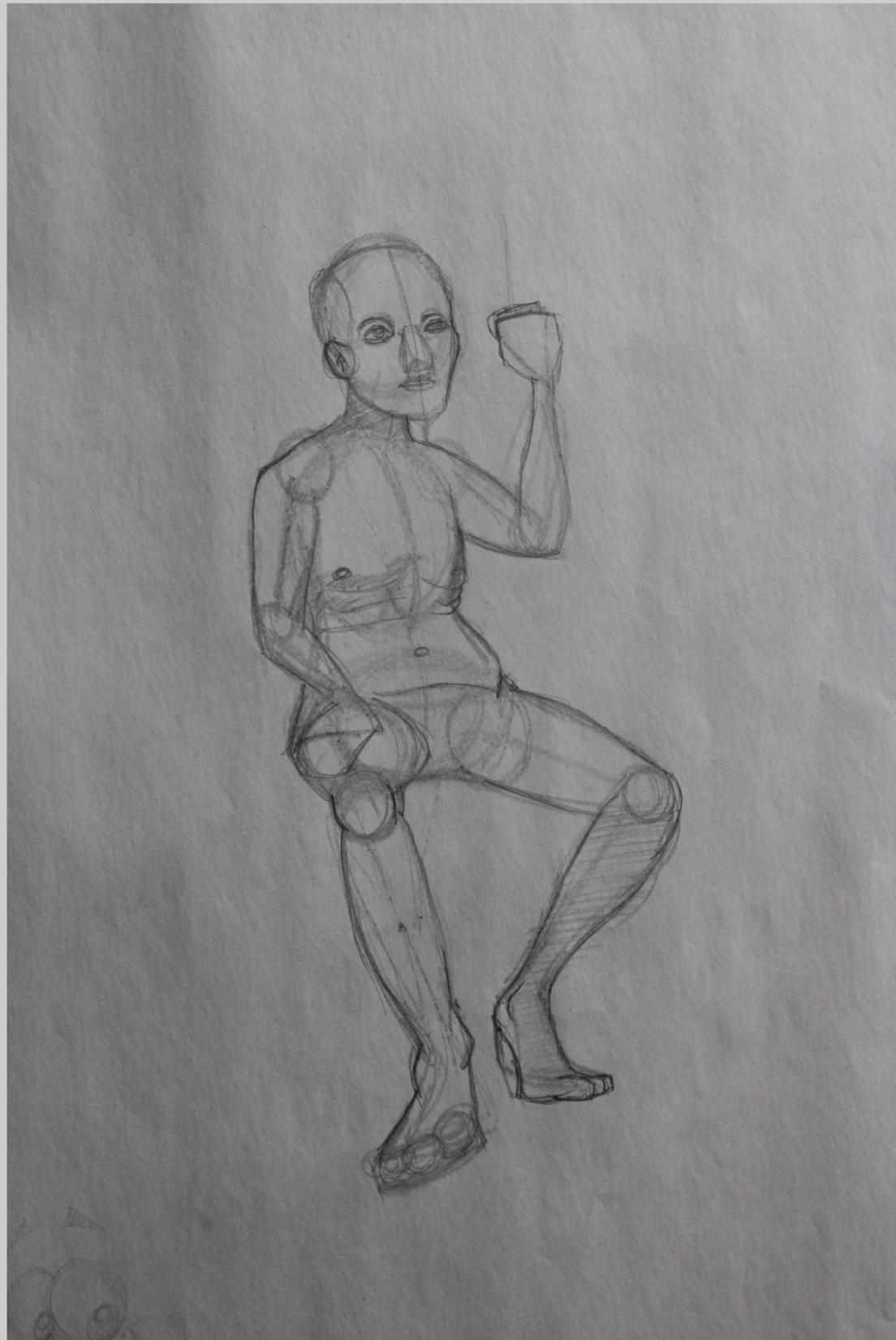
Edgar Allen Poe is one of the most chilling yet remembered authors in literary history. This book jacket design was created in reference to one of his most famous pieces "Nevermore" All work was done through Adobe Illustrator and Photoshop.

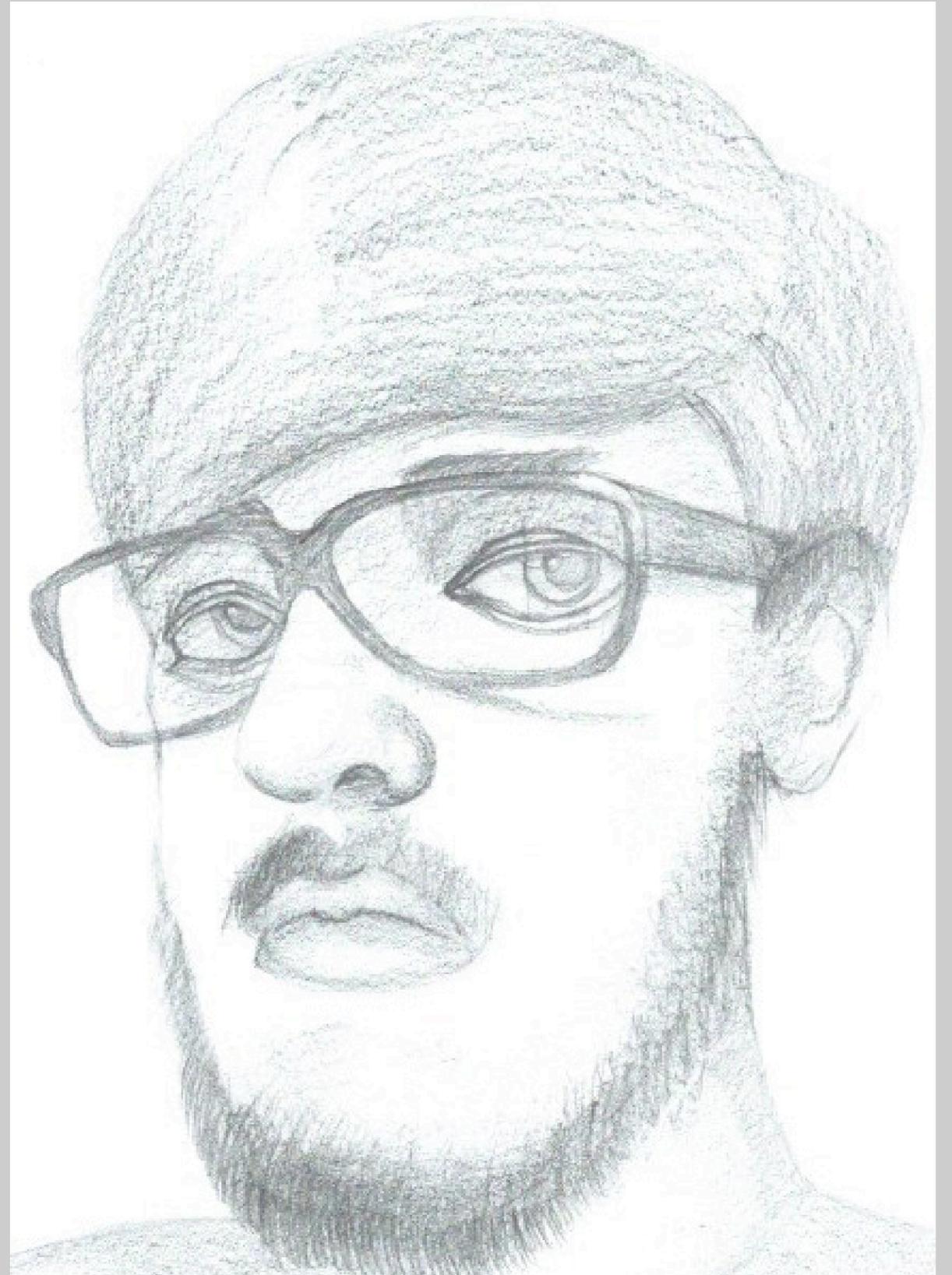
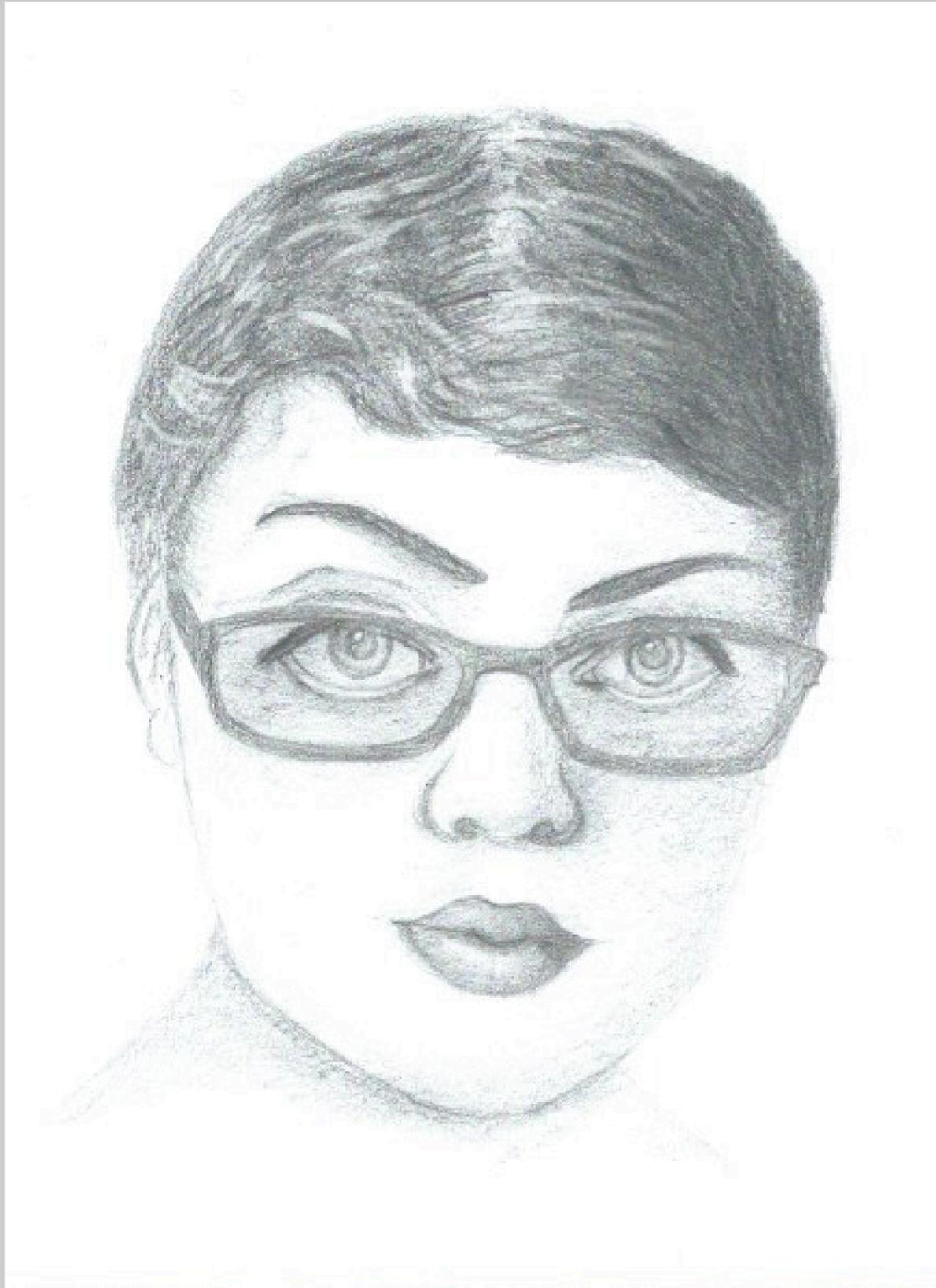


FINE ART/SKETCHES

This section covers a good representation of my rough work, including gesture drawings, animals, and a few portraits.









ABOUT THE ARTIST

Howdy folks! I'm Tim, and this is the part where I yammer on a bit about me and why I do what I do. Like anybody, my passion for art goes way back to when I was a kid, sitting in my room drawing cartoon characters; I was known as "The Mickey Mouse Kid" for a good long while. As I got older, I began to become more and more interested in the art world, and I began to immerse myself in all kinds of different classes in order to improve my skills. When I got into High School, I knew I would want to go to college for something art related, but I couldn't think of what area I would want to go into. Thankfully, after arriving at University of Michigan Flint, I found the Graphic Design track, and I have been hooked ever since. I hope to, one day, enter the Graphic Design industry as part of a design team, and I hope to also, someday, achieve that childhood dream of being a professional cartoonist.

Phone: (810)-874-2303

Email: tibrandt@umflint.edu

Website: tibrandt.tumblr.com

