

Contents

Links to the Essential Learnings

Biography of Allan Salisbury (Sols)

A Very Quick History of Cartoons

Different Types of Cartoons

Includes pre-visit activities and even more activities for after your visit to the exhibition.

Different Types of Cartoon Humour

Includes pre-visit activities and even more activities for after your visit to the exhibition.

Cartoon Conventions

Includes activities that can be completed either before or after your visit to the exhibition.

The Caricature

Includes activities that can be completed either before or after your visit to the exhibition.

All We Are Saying Is 'Give Snake A Chance'

Includes post-visit activities.



Links to the Essential Learnings (ELs)

The combination of exploring the Art and Sols exhibition and completing the various components of activities in the Education Kit allows for a variety of outcomes that are integral parts of the Essential Learnings Framework developed by the Department of Education, Tasmania. The Education Kit is particularly suited for Standards 3 and 4 but can be adjusted to accommodate Standard 2 and extended to facilitate students who have reached Standard 5.

Key ELs

Communication: **Being Arts Literate**

The Art and Sols exhibition and education kit will allow students to use and respond to the symbol systems of cartoons and comic art to express, represent, communicate and reflect on experience. The students will develop their understanding of how the medium is used in a variety of contexts to express and communicate particular feelings. They will develop their understanding that art works are intentional and that personal meanings can be derived from them, shared and moderated with others. The students will develop their understanding of the codes and conventions of cartoons and will be able to express their ideas and feelings through it. They will develop their understanding of the role of cartoons in reflecting, challenging and shaping the values and understandings of society.

Personal Futures: **Maintaining Wellbeing**

The students will develop and understanding of the importance of humour and self-reflection for both the individual and society. They will become self-directed, adaptable and resilient, and recognise the place of humour and reflection as interdependent factors that contribute to wellbeing. The students will also develop their understanding of the impact of relationships on wellbeing, and their respect and care for themselves and others.

Supporting ELs

Thinking: **Reflective Thinking**

The students will develop their understanding about the ways that experiences, emotions, beliefs and cultural perspectives affect their thinking and create differences between self and others.

Communication: **Being Literate**

The students will develop their abilities to: work with the codes in which texts are constructed; participate in making meaning of texts, use specific textual tools for particular purposes, audiences and contexts, and critically analyse and transform texts.

Personal Futures: **Being Ethical**

The students will develop their empathy in relationships and intellectual processes and have the opportunity to demonstrate this.

Social Responsibility: **Valuing diversity**

The students will develop their ability to describe the complex ways in which people are both similar and different; acknowledge and celebrate diversity and difference in self and others. They will develop their understanding of causes and consequences of discrimination and inequities based on difference.





Allan Salisbury (SOLS)

Allan Salisbury was born in Kyabram, Victoria. He is the only Australian cartoonist ever to have sold a cartoon strip to a major US syndicate for international distribution and the only cartoonist outside America to achieve this twice. The well known comic strip 'Snake Tales' has appeared in over 450 newspapers including North America, the UK, parts of Europe, South East Asia and South America as well as Alaska, Scandinavia and the Middle East. His current daily Australian audience based on newspaper circulation is over 7.5 million.

In 2000, 'Snake' became the first Australian cartoon character to be used as a logo for an American sporting body, the 'Valley Vipers', a professional baseball team from Arizona. Other characters developed earlier by Salisbury include 'Lennie the Loser' and 'Fingers and Foes'. Lennie was in some ways an extension of Salisbury and his experiences as a country boy in the big city at the age of 16 years. There are also many similarities between Lennie and Snake as both seem to suffer greatly in the pursuit of love and happiness.

'Fingers and Foes' was the strip that helped Salisbury break into the US market and was a result of his interest in the 1930's prohibition era as well as the television program 'The Untouchables'. The hero was 'Iron Man' together with his alter ego 'Park Bench'. The main villain of the strip is a typical gangster called 'Fingers' and his sidekick, 'Ape'. 'Fingers and Foes' was published in America for 6 months and appeared in 160 papers.

After the conclusion of the publication of 'Fingers and Foes' in America, Salisbury began to look at Australia for inspiration and developed the cartoon strip 'Old Timer', which he sold to the Sydney Daily Telegraph in 1974. 'Old Timer' used typical Australian language and was the first new Australian comic since the 1930's. It was also the start of a different era in Australian cartooning.

In 1975 Salisbury had an idea for a one-off joke for the comic strip and 'Snake' was born. The response to the strip was overwhelming and he was flooded with fan mail and calls of support. The 'Old Timer' character was phased out in 1978 and replaced by 'Snake Tales'. In 1983 'Snake Tales' joined America's largest comic strip syndicate, Newspaper Enterprise Associate/United Media Enterprises and his books were all best sellers.

Allan Salisbury lived in America for a while but returned to Australia and settled in Launceston, Tasmania in 1989.



A very quick History of Cartoons

The English word 'cartoon' comes from the Italian '*Cartone*' which literally means paper. During the Renaissance the word 'cartone' developed a second meaning: a sketch for a large canvas or fresco painting, architectural design, tapestry, mosaic or glass work.

There is debate about the origin of cartoons with some claiming cave paintings, Egyptian hieroglyphs and the Bayeux Tapestry as forerunners of the modern cartoon. In 1833 Rodolphe Töpffer, a German emigrant to Switzerland published the first picture book, *Histoire de M. Jabot*, where the story relied on both the pictures and words. But most cartoon historians agree that the modern day cartoon developed in England. *Punch Magazine* was first published in 1834. It featured artwork in its centre spread. In 1843 *Punch* included a series of drawings by John Leech which imitated and satirised the 'cartones' or cartoons that were being designed for the New Houses of Parliament. This was the birth of the modern usage of the word 'cartoon'. This new style quickly took off, featuring up-to-date political satire throughout Europe and quickly spread to North America and Australia via the increasing number of newspapers and magazines.

The technology available for printing in the early years of cartoons was very limited. Cartoons were drawn directly onto wood plates that were then engraved before having ink placed upon them and then being directly stamped onto the paper. But printing techniques developed quickly and so did the styles used in cartoons. The comic strip – three or four sequential frames - soon became a standard form.

The first cartoons to appear in Australia were in Launceston's *Cornwall Chronicle*. In 1855 the *Melbourne Punch* was published and shortly afterwards all of the capital cities had their own version of this magazine which included a plethora of cartoons.

In the 1880s daily cartoons were made possible in Australia by the introduction of photo-engraving equipment allowing a much faster product. It also saw the influence of the Sydney *Bulletin's* Phil May.

In 1924 the world's first cartoon society was established in Sydney: The Black and White Artists' Society.

Today the word cartoon is often used to refer to animation although it is still used to refer to both one-frame gags and comic strips. Americans often call these 'funnies' and the cartoon section of the newspaper the 'funny pages'.

It is interesting that the word 'comic', which denotes humour, now usually refers to comic books and graphic novels. Most people think that comics are filled with superheroes, but comic art is now a very diverse medium dealing with a wide range of fiction and non-fiction topics from all around the world.



Different Types of Cartoons

Depending on their purpose, most cartoons fall into one of the different categories. These are, editorial cartoons, gag cartoons, illustrative cartoons, comic strips and animated cartoons.

- **Editorial Cartoons** are also known as *political cartoons*. These cartoons often act as a commentary on current events which include those that are local, national or worldwide. The editorial cartoons often use *caricature*; a deliberate distortion/exaggeration of a person's features. These cartoons can have the power to sway public opinion on a specific issue.
- **Gag Cartoons** consist of a single panel and are often accompanied by a caption, generally placed outside the panel. This type of cartoon usually is used for making fun of groups of people rather than focussing on a specific individual. They are often found in magazines.
- **Illustrative Cartoons** are often used together with advertising or learning materials. The cartoon characters can be developed specifically for the product and sometimes existing cartoons are used. One example of this is the characters in the comic strip 'Peanuts', drawn by Charles Schulz, which began to appear in life insurance advertisements in America in 1985.
- **Comic Strips and Books** are a sequence of cartoons that tell a story. They are often humorous and usually chronicle the lives of recurring characters. 'Snake Tales' is a good example of this type of cartoon. The dialogue is normally presented in *balloons*. The strip may be a self-contained episode or else be part of a continuing story.
- **Animated Cartoons** are a type of cartoon that refer to a series of drawings creating the illusion of continuous motion. Animation toys, such as flipbooks, have been in use for centuries, while film animation was introduced at the beginning of the twentieth century with the invention of motion pictures.

Pre-Visit Activities

- Try to find some examples of editorial cartooning from local and national papers. Compare and contrast these with cartoons by historically famous illustrators such as the English artist William Hogarth and the French artist Honoré Daumier. Have drawing styles changed much in this type of cartoon? What message does each different artist send to the general public?
- One example of a gag cartoon can be found on greeting cards such as the collection of 'The Far Side' cards and calendars by Gary Larson. Can you think of any more? Try to draw a gag cartoon yourself.
- Collect some examples of illustrative advertising that you can find either at school or at home. Look in shops such as newsagencies and write down as many different cartoon characters as you can find.
- Consider an issue, local or national, and think about a way to either express an opinion on it, or how you would represent it. One example could be your dislike of the tuck shop food. This issue might be represented as a drawing of students in a hospital emergency room after eating food from the tuck shop!



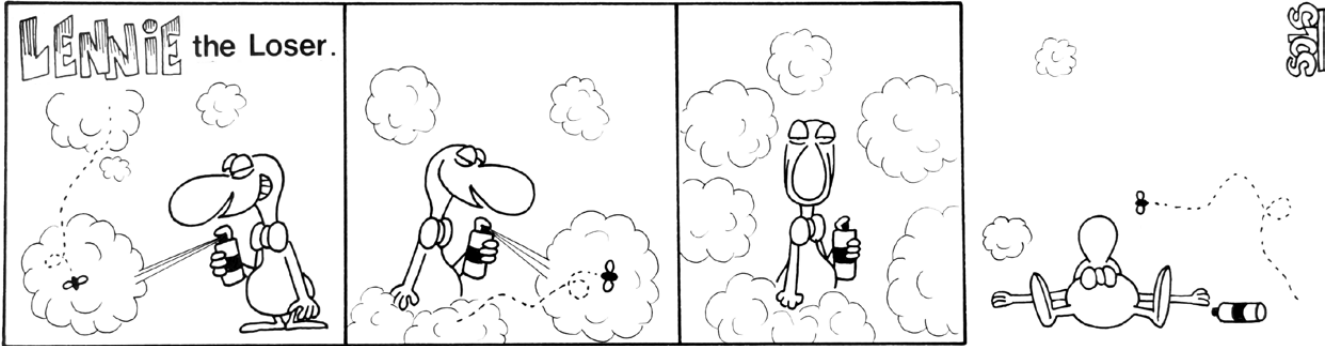
Post- Visit Activities

- Find examples of both a comic strip that tells an ongoing story, such as 'Batman', as well as a self-contained episode ('Snake Tales'). In a group discuss the advantages/disadvantages of both sorts of sequences. Which one do you prefer? Why?
- 'Felix the Cat' by Otto Mesmer and 'The Simpsons' by Matt Groening are examples of animated cartoons that began their life as a cartoon strip. Can you think of a short animation that you could translate into a still comic strip? How would you draw it to convey the same message as the animation?
- The American artist Roy Lichtenstein created paintings on canvas that looked like single panels from comic strips or comic books. He used titles such as 'Wham!' and his style could be regarded as an extension of the 'Superman' or 'Spiderman' comics for example. Find a hero comic similar to 'Superman' and enlarge one panel that has an action word in it or make one up yourself!
- Superheroes have often been used as a means of conveying right and wrong. Design your own superhero with original traits and talents and show clearly the difference between right and wrong in a sequence of events/panels.

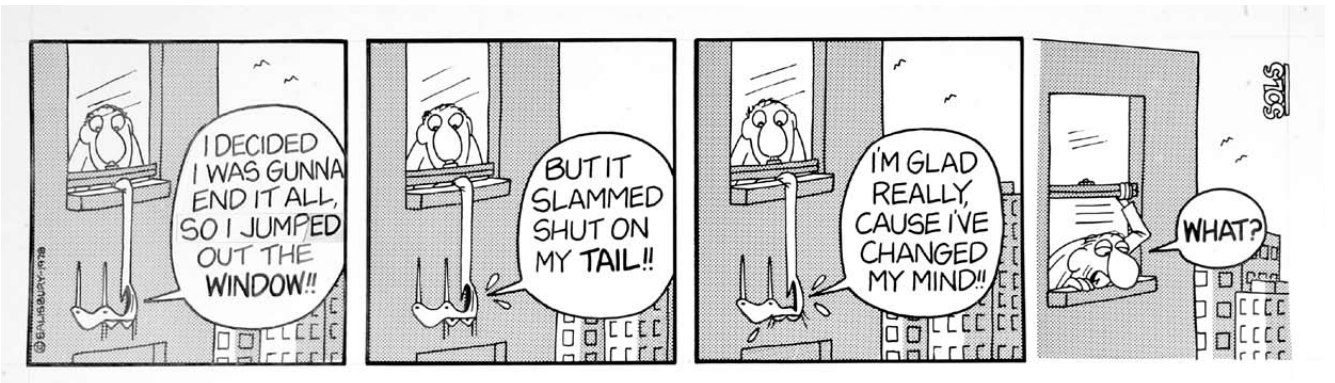
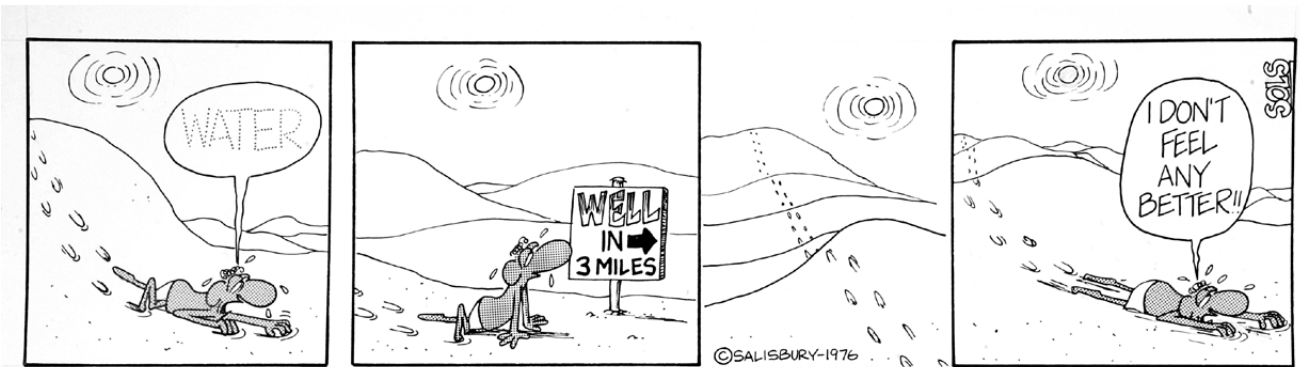


Different Types of Humour in Cartoons

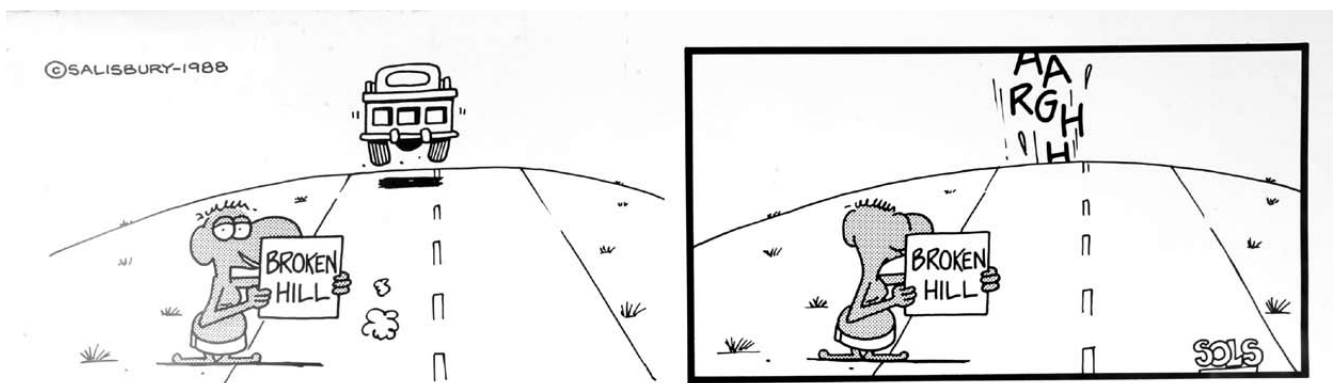
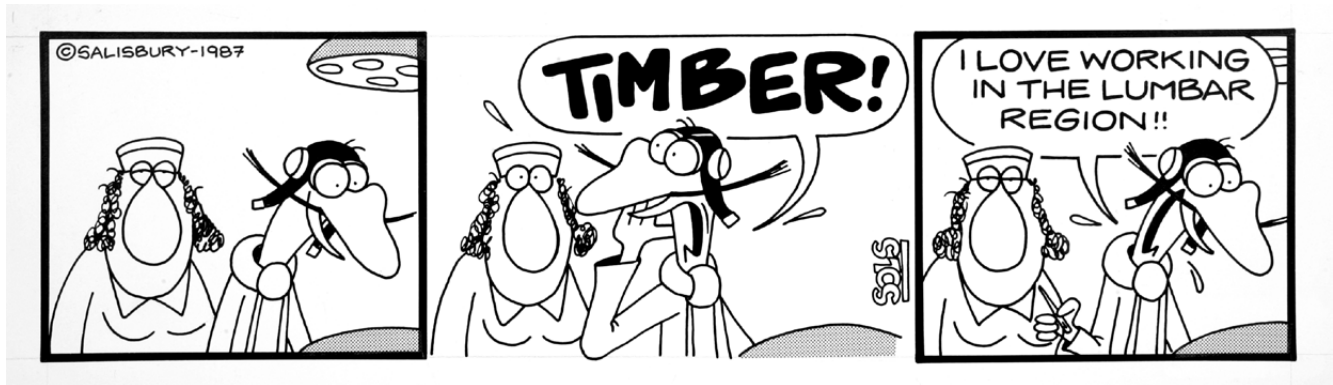
- **Pantomime:** A cartoon where the actions tell the story and words are not needed.



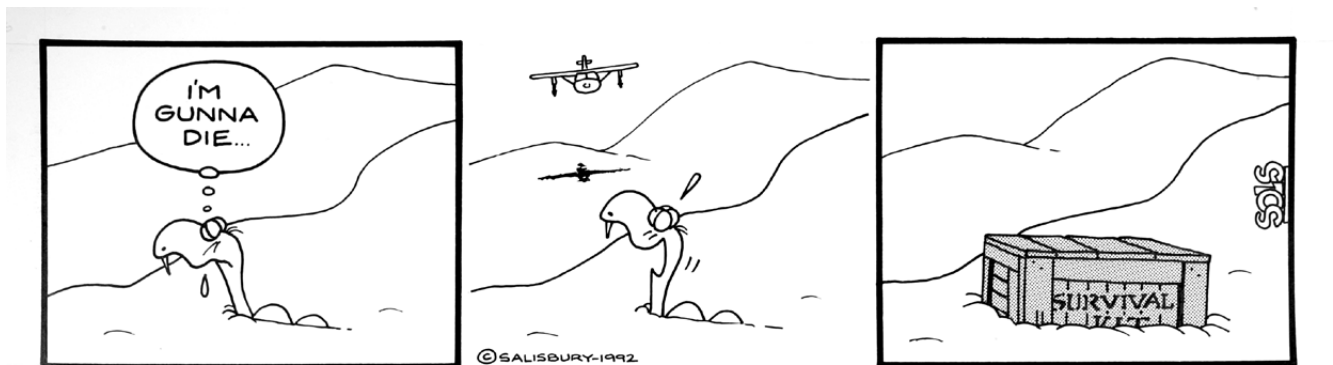
- **Punctuation:** In some cartoons, if you place the emphasis on different words then the meaning and humour changes accordingly.



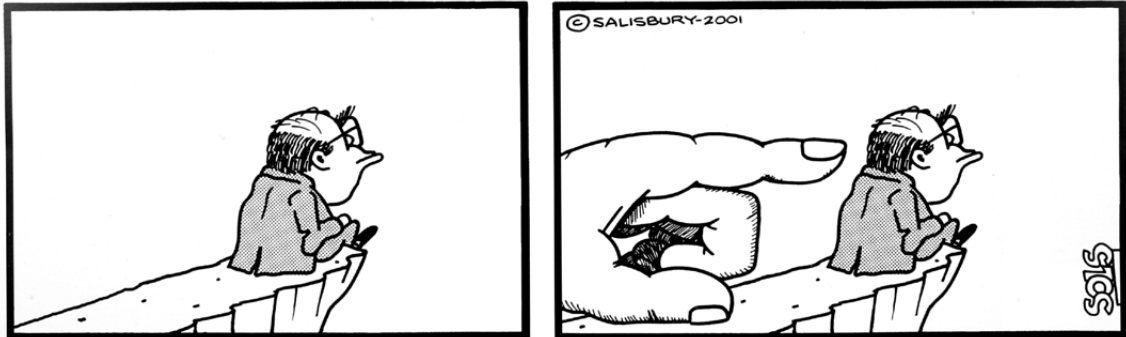
- **Double Meanings:** Some cartoons are funny because they can be taken both literally and figuratively.



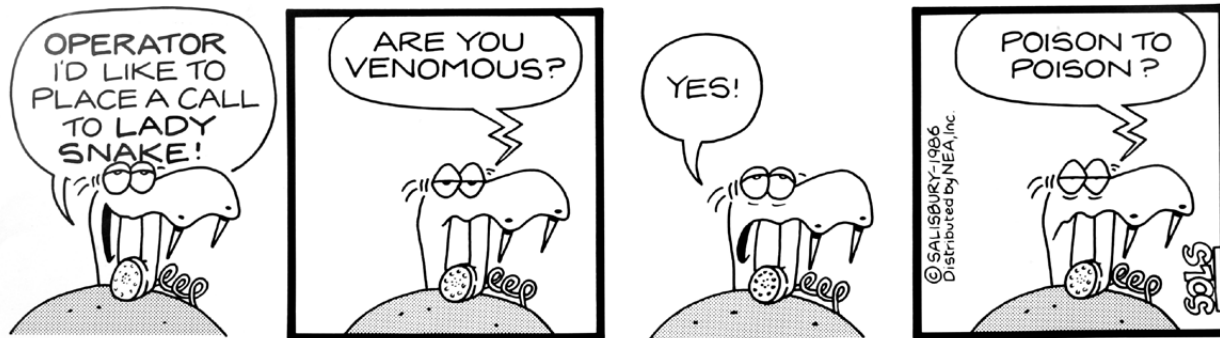
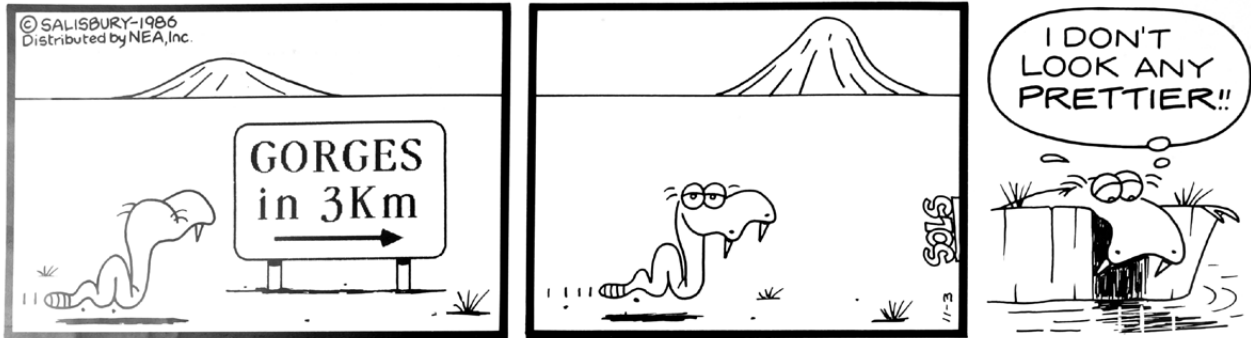
- **Surprise Ending:** In this type of humour, no one is aware of what is going to happen. This includes the character as well as the reader.



- Hidden Element:** The reader is aware of the possible outcome and it gives the reader a feeling of superiority over the comic character who is ignorant of his present or future harassment.



- Pun:** Some cartoons rely on a pun or a play on words for their humour



- **Reverse Element:** Where the opposite happens to what is expected.



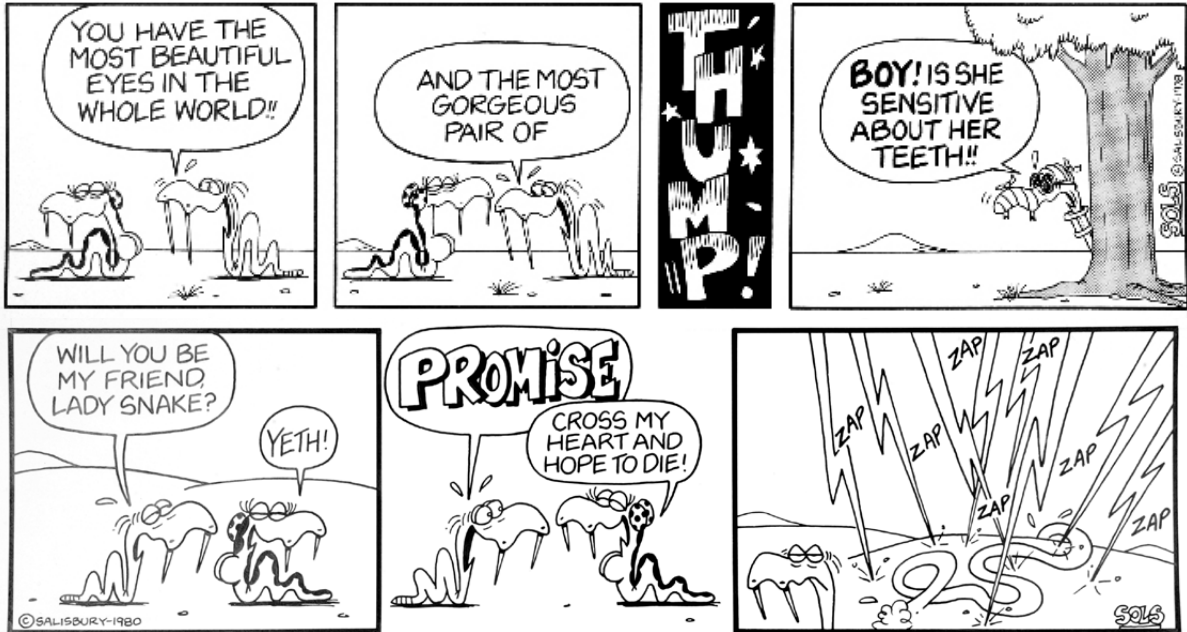
Pre- Visit Activities:

- Find a cartoon strip that is an example of pantomime and try to tell the story in less than 20 words.
- Try to think of a short sentence where changing the emphasis on each word can make a difference to the meaning of the sentence. One example is 'What is this thing called love?' Try saying it and stressing a different word each time. Notice how the meaning changes each time. Can you think of others?
- Think of some words/phrases that could be looked at from two different angles. For example, broken hill could be the name of a town or a hill that is broken. How many can you think of?



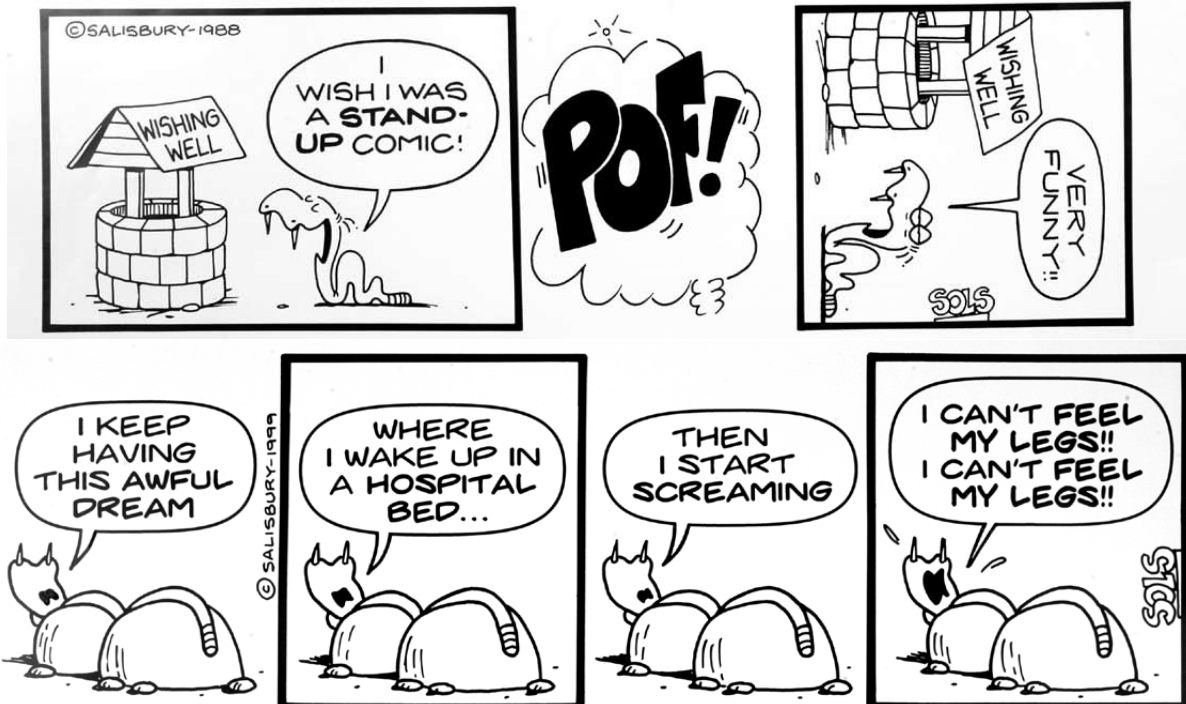
Post- Visit Activities:

- Lady Snake constantly rejects Snake's amorous attempts in 'Snake Tales'.



Design a strip where Lady Snake starts to accept Snake's advances and then draw another strip to complete the story. Will she reject him in the end or do they become a 'happy couple'? What else could happen?

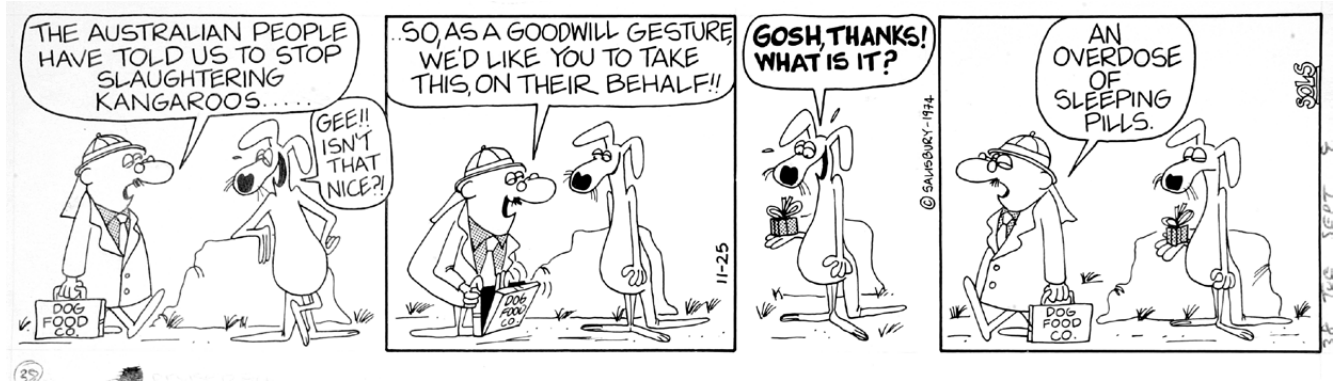
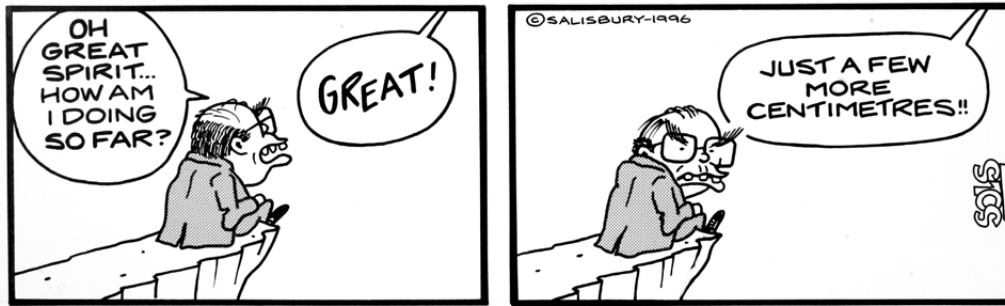
- Some of the Snake comic strips show how difficult it is for a character with no legs or arms.



Can you think of another animal that might have just as many but different problems? How could you make a comic joke by exaggerating these physical problems?



- Allan Salisbury sometimes makes a political statement in his cartoon strips.



Look at some political cartoons in newspapers and try to work out what message the cartoonist is trying to give to the reader. Some are more successful than others. Why? Which one is your favourite?

- In Salisbury's cartoons, many rely on the use of a pun (play on words with a similar sound but different meanings). Try creating your own puns on place names. Two examples are:
Canada: Give me a Canada best lemonade you have.

India: What's got India?

Here are some more place names to try: Hungary, Roumania, Russia, Sweden, Cuba, Alaska.

- Think of some jokes you know and try to make these into comic strips using one of the different types of cartoon humour discussed above.

For example: *When Mr. Mouse discovered his wife struggling helplessly in a bowl of water, he dragged her out and gave her mouse to mouse resuscitation.*

Another example: *A grasshopper is sitting at a bar having a drink and the man sitting next to him strikes up a conversation with him.*

The man says, 'Do you know there is a cocktail drink named after you?'

The grasshopper replies, 'What? Eric?'



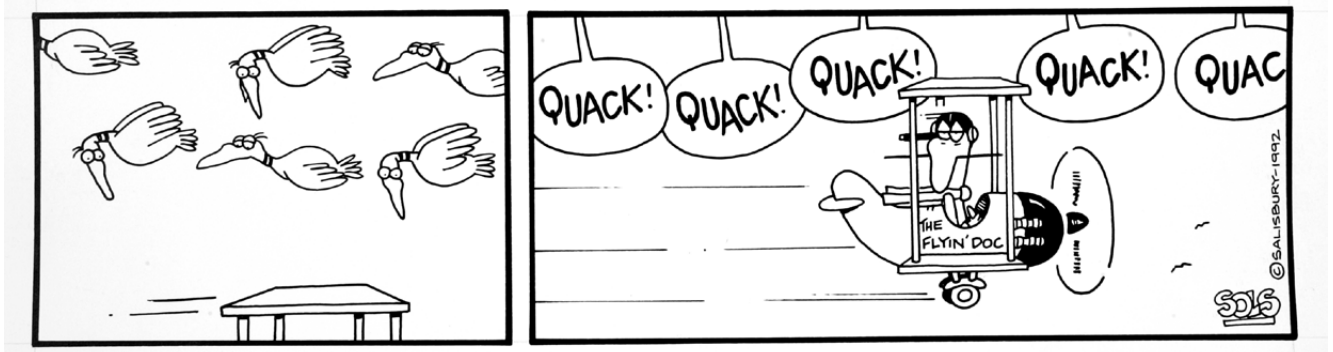
Cartoon Conventions

There are creative elements that are common to many, even all cartoons. One very basic one is that they are read from left to right, top to bottom, just like text. But there are several other conventions that are used by artists such as Sols to tell their jokes and tales.

Speech Balloons

The speech balloon is used in almost all cartoons and comics to indicate spoken language within the story. It is so common, such a universal convention of cartoons, that it is hard to imagine cartoons ever having existed without this fantastic tool. But it wasn't until 1895 that it was first used by Richard Felton Outcault in his comic *Yellow Kid*. The spoken words float inside the cartoons frames, usually at the top of the picture, surrounded by a "balloon" with a spike curving towards the character who is speaking. The vast majority of cartoons in the *Art and Sols* exhibition show this technique being used.

A more advanced use of this technique is directing the speech balloon out of the frame. This might be used to indicate distance between two characters...





...or movement away by a particular character.



One of Sols' characters, the Great Spirit is never seen. His speech is always directed out of the frame.

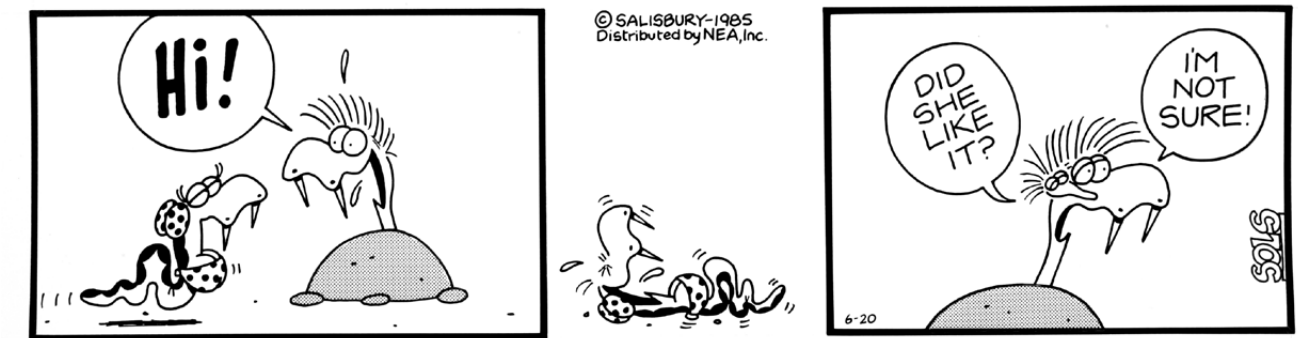


Activity 1: Speech Balloons



Bold Text

Many cartoons use **BIGGER** or **bold** text to either stress particular words or indicate shouting. Some also use smaller text to show when people are whispering. Some cartoons include pictures to indicate profanities (swear words). Another technique used by some cartoonists is writing in different fonts to show certain characters speaking in different languages.

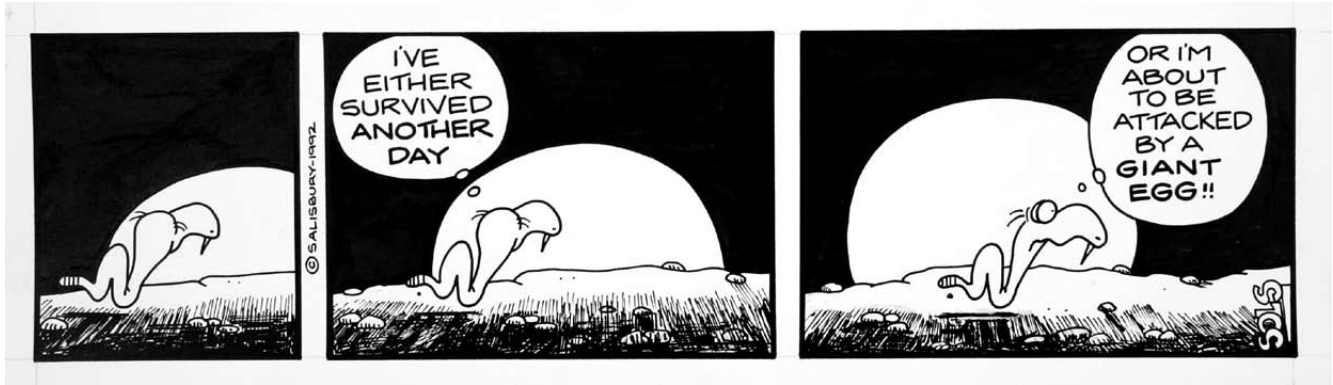


Activity 2: Bold Text



Thought Bubbles

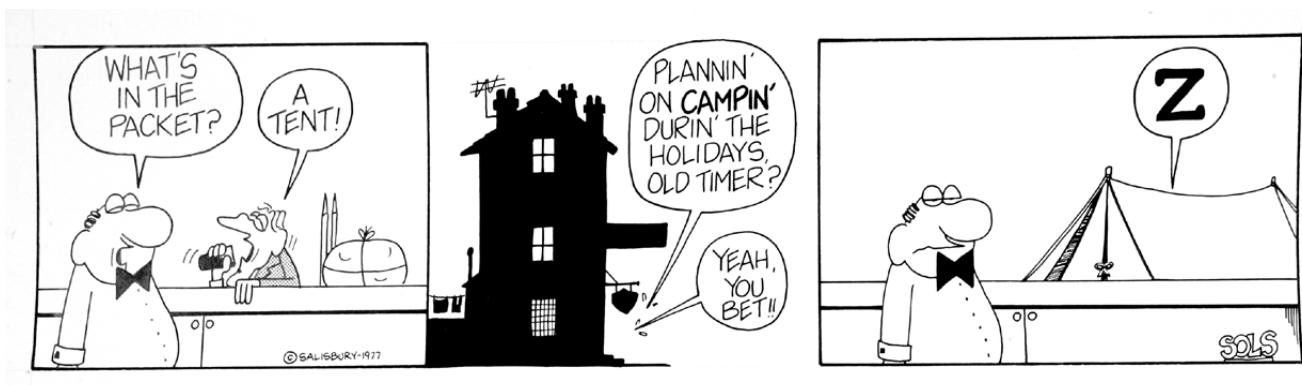
A similar convention to the speech balloon is the thought bubble. This allows the reader to know what a character is thinking and might be used when only one character is in the strip or when a character is thinking something but not saying it. Thought bubbles are differentiated from speech balloons by having increasingly smaller circles, or bubbles, leading towards the thinker instead of having a spike directed towards the speaker. Some cartoons show thoughts inside a bubbly cloud as well.



Activity 3: Thought Bubbles.

Symbols

Another cartoon convention is using the letter 'Z' to show that someone is sleeping, often with lots of 'zzzzzzzzzzz's.

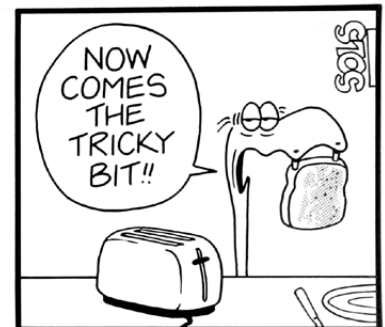
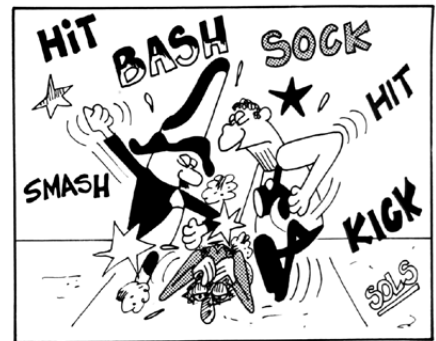
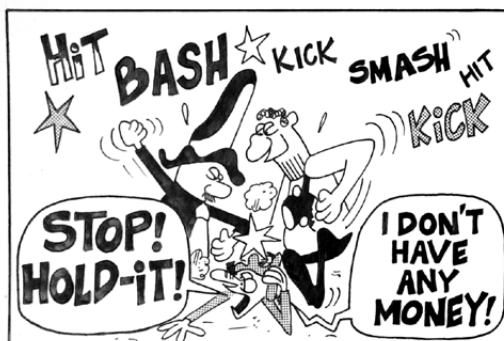


To quickly show the reader that a character is in love Sols surrounds his character with hearts.



Sound Effects

BAM! THUMP! ping. Cartoons often include action noises or sound effects to help the reader know what's happening. The noises are written to establish the scene and to assist the reader in following the action.

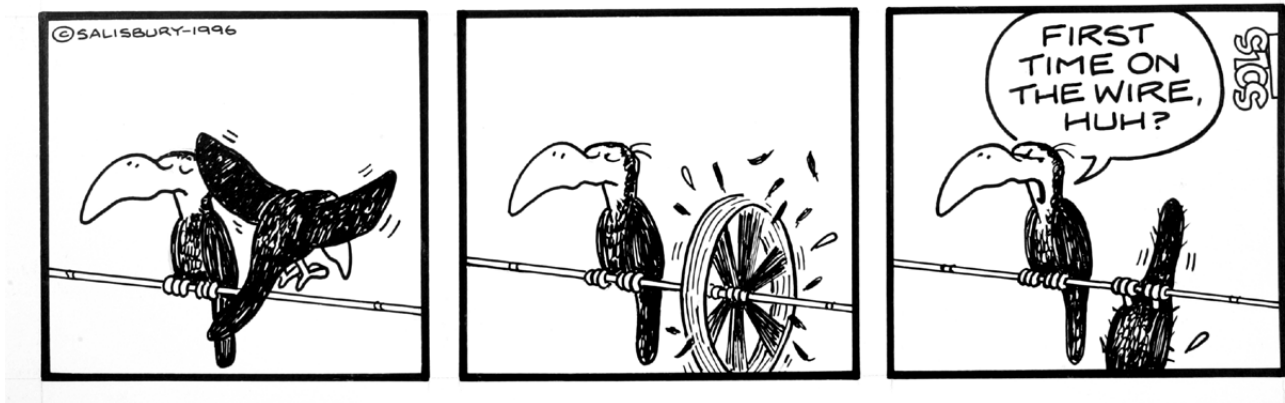


Activity 4: Sound Effects



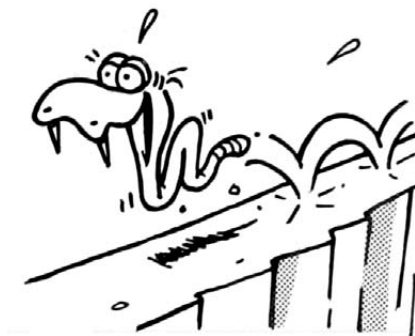
Motion Lines

Motion lines are often associated with action noises. Motion lines show the reader the movement (usually fast or sudden movement) within a frame. Whenever Sols illustrates Snake or Lady Snake moving there are some small motion lines near them to show the wriggle.



© SALISBURY-1995

Activity 5: Motion Lines



Other Conventions

Cartoon strips use frames around each successive scene to help the audience follow the story. Sols doesn't use a regular number or size of frames, instead he changes these to suit each cartoon. Some only require one frame, others may need five per row. He often leaves some scenes unframed for greater visual effect. Keep an eye out for this in the exhibition.

Most cartoon characters tend to have either really big noses or big eyes or both. Why do you think this might be?

Cartoon characters also usually have three fingers and a thumb instead of four. Why do you think this might be? Draw both amounts of fingers for a cartoon hand – this might help.

By now you should have a good understanding about how to draw cartoons so start practicing right now!

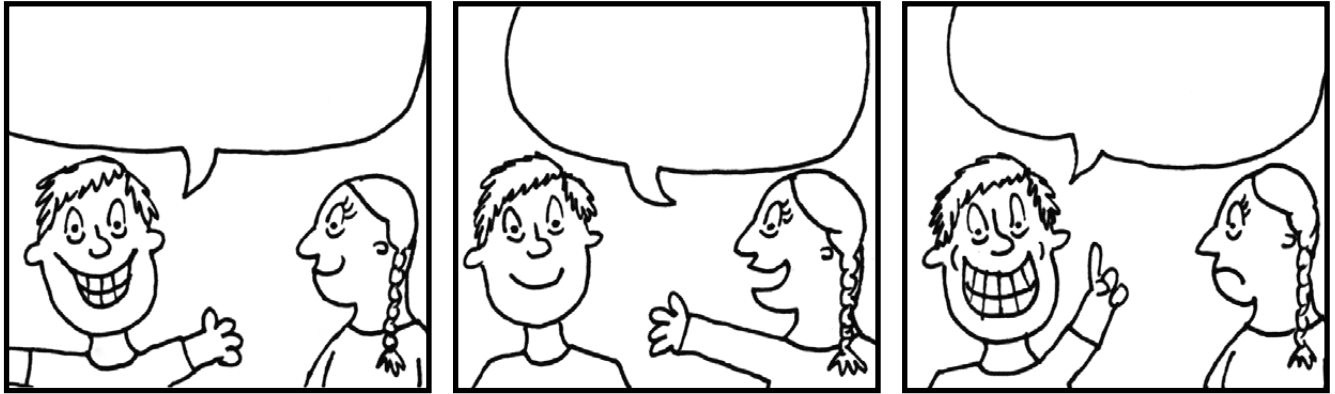
So you think that you can't draw, huh?

Well so what? This doesn't mean that you can't write cartoons! Cut out pictures of people from the newspaper or magazines. Use the techniques, the tricks, the cartoon conventions that you have learned about here. Use them to tell your own jokes or stories.

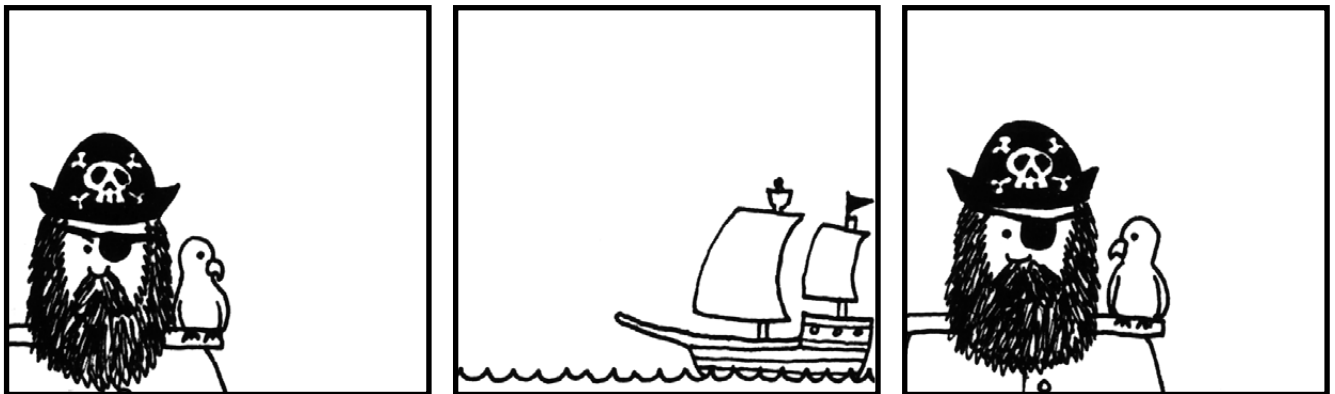


Speech Balloons

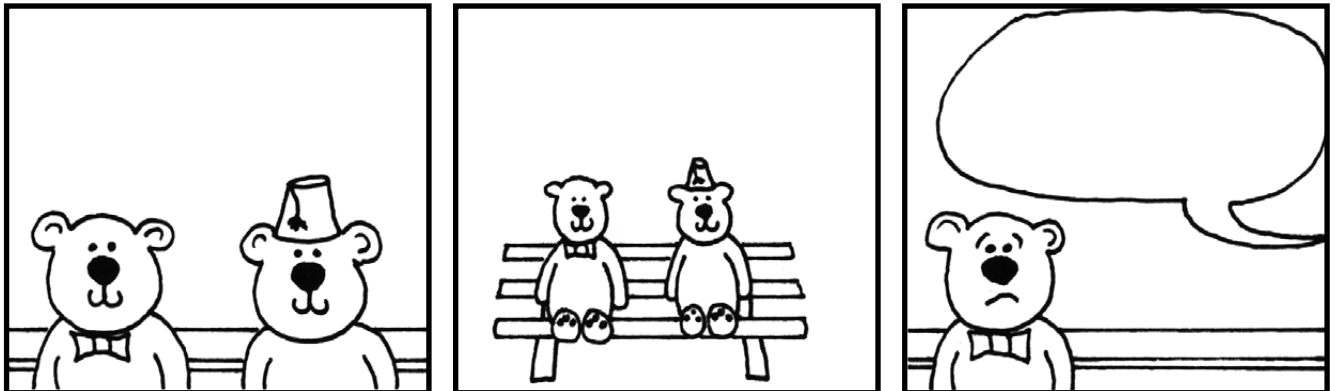
Write your own words into the speech balloons in the cartoon below. It doesn't have to be funny—it's really hard to write jokes—but pay attention to who's speaking when. If you like you can draw your own cartoon instead.



In this cartoon you need to draw your own speech balloons. You can choose who is speaking.



Draw your own speech balloons for the first two frames and show the bears talking. Think about why one of the bears has left in the last frame. What might he be saying?

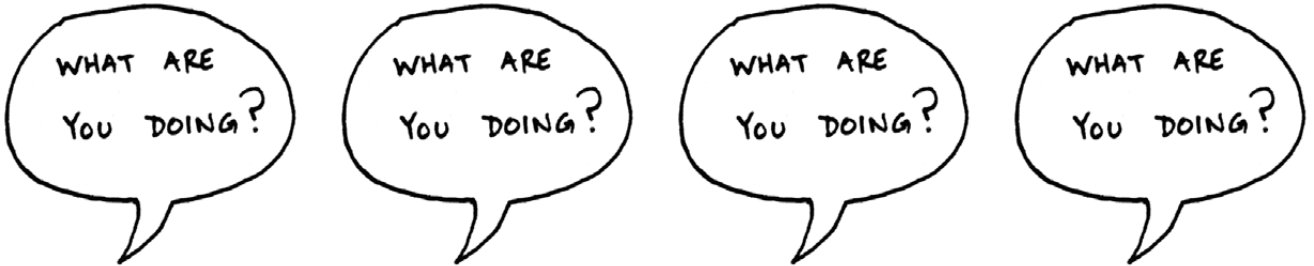


Create some characters of your own and practice different ways of using speech balloons. Look for the different ways that Sols uses this technique in his cartoons.

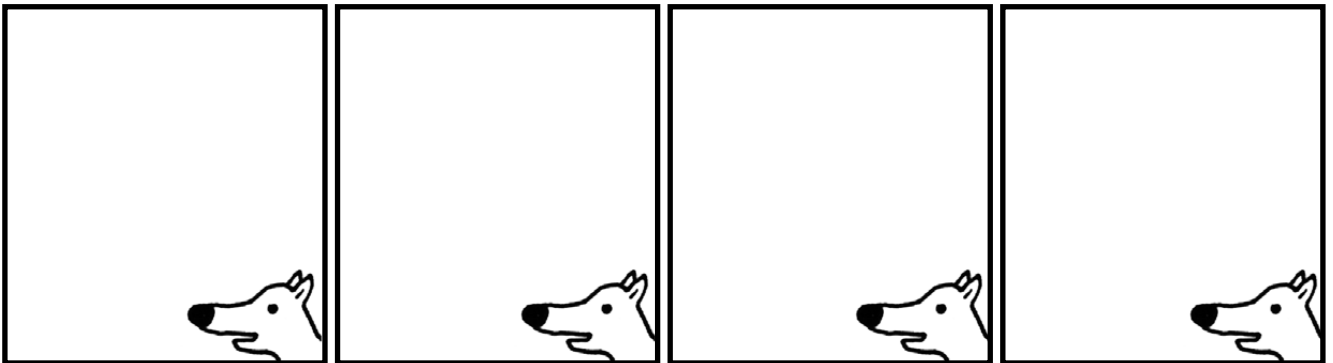


Bold Text

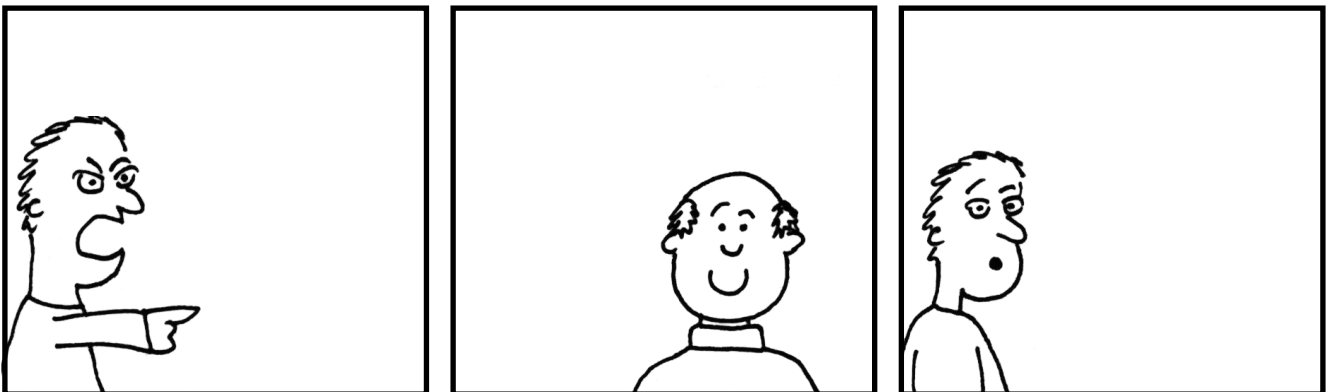
Write over the top of one word in each of these speech balloons. Make the word bigger and bolder. Change the word each time and you will change the emphasis of the sentence.



Think of another sentence where changing the stress of a particular word changes the meaning. Write the same words four different ways into the cartoon below.

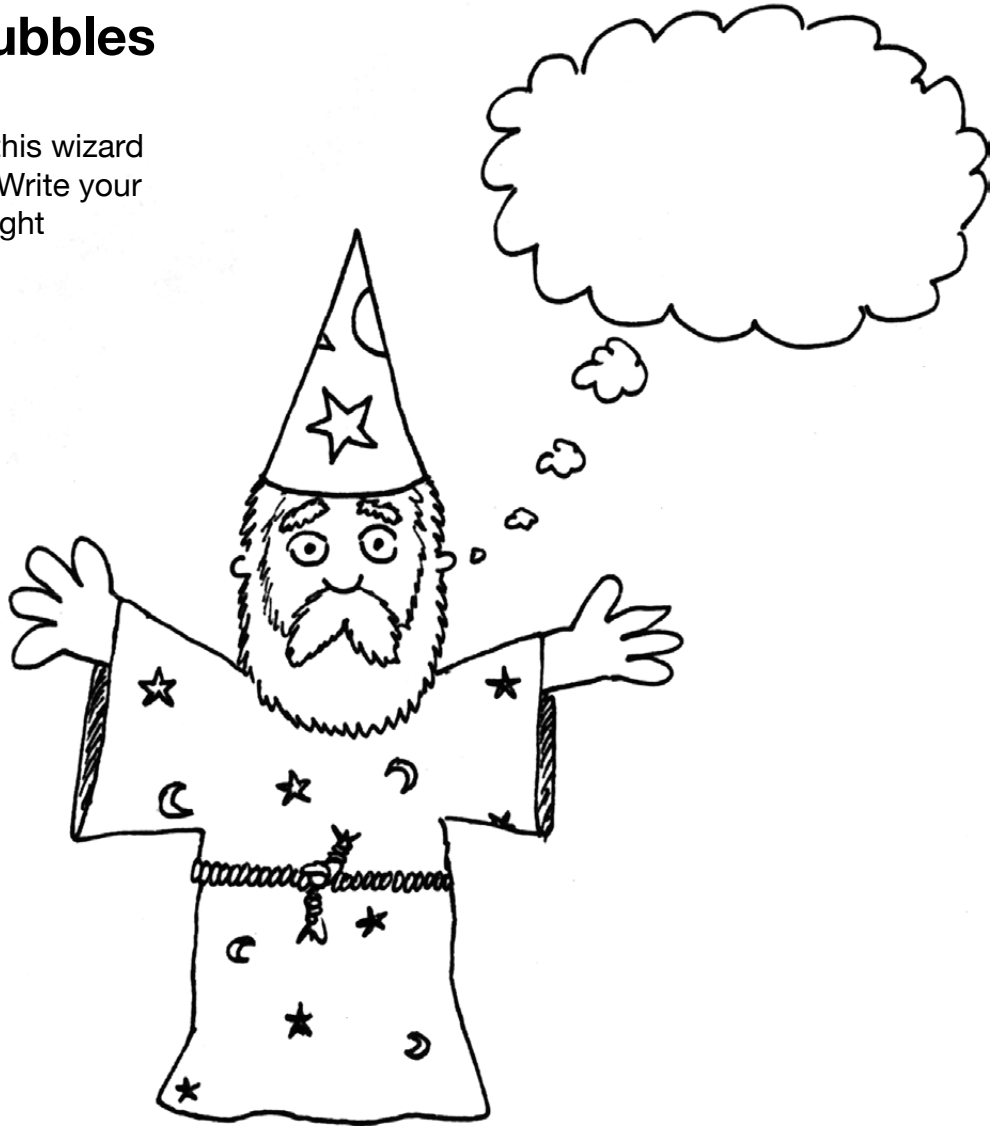


Cartoons often use bold text to show someone shouting or to show that someone is very excited. You can either use the cartoon drawn below to do this or even better—draw your own.

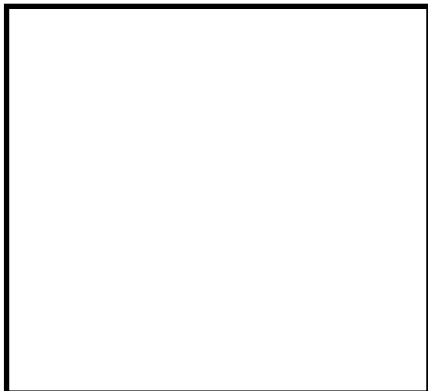


Thought Bubbles

What do you think this wizard might be thinking? Write your words into the thought bubble.

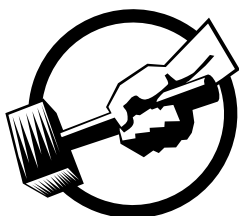
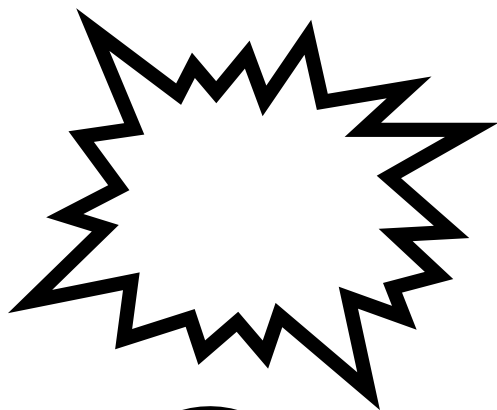


Often people think things that they wouldn't say. So draw a cartoon into the frames below and have one of the characters thinking something that they wouldn't say aloud.



Sound Effects

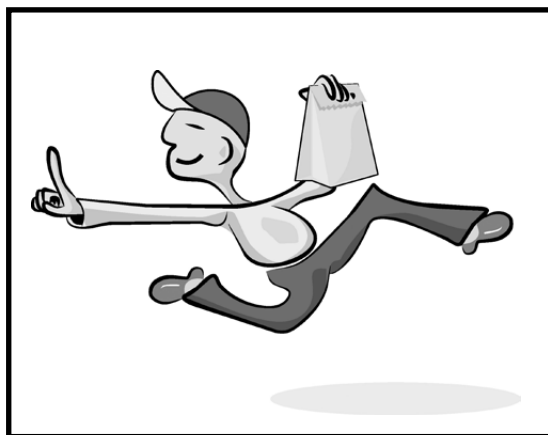
Make up your own sound effects for these pictures.
Draw a cartoon which includes these or other sound effects.



Motion Lines

Draw some motion lines for the man who is running.

Now draw your own cartoons
that require motion lines.
How creative can you be?

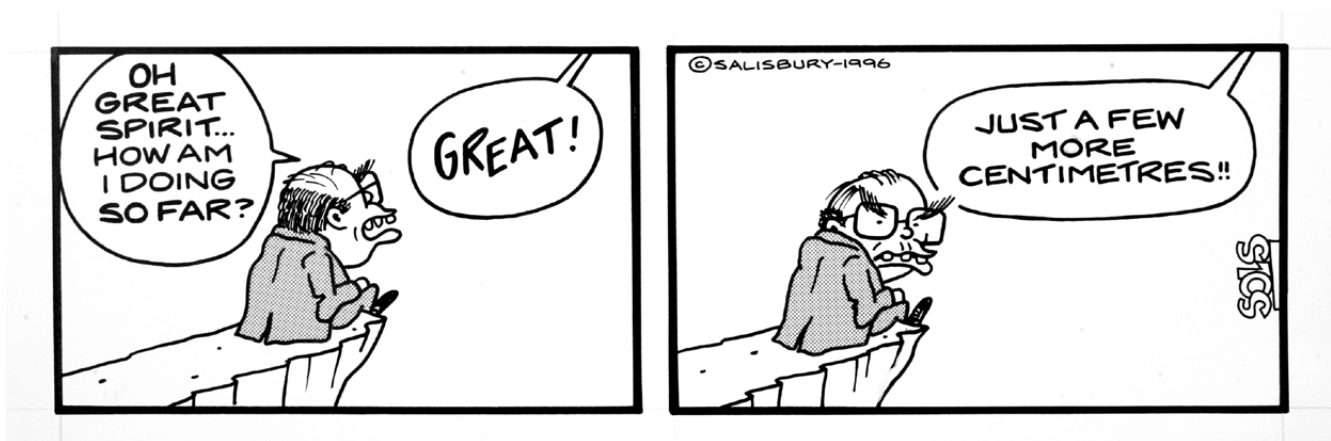


The Caricature

A caricature is a picture (or a written description) that exaggerates a person's dominant features, often to a ludicrous extent. It is a parody. If you look through some newspapers you will see caricatures of prominent politicians and other celebrities. Caricatures are meant to be funny but they are usually drawn at someone's expense.

Caricatures often depict stereotypes too, such as a scientist being an old, white male, clean shaven with thick glasses, balding but with frizzy white hair growing wildly from behind his ears, wearing a lab coat and holding a beaker or test tube full of a volatile liquid.

Many cartoonists make a living by drawing caricatures of celebrities, especially politicians. Many of Sols' pictures are caricatures of a sort. They have huge noses and Snake has ridiculously sized teeth etc. Sols doesn't often draw real people but every now they turn up.



Look at newspaper cartoons featuring caricatures. Most will be of politicians.

See if you can find different artist's caricatures of the same person. Cut a few of them out to compare. How are they similar? How are they different? Which one is the best?

Try drawing a caricature of yourself.

Now draw a caricature of someone famous.

Which one is easier? Why?

Draw a caricature of a stereotype (for example a scientist, a superhero, a cheerleader, a judge, a hippy).

Draw a caricature of an animal. Think of an animal with prominent or distinctive features such as an elephant, a giraffe, a shark, a gorilla or a toucan.



All we are saying is ‘Give Snake a chance’.

Why do people love Snake so much? Why do they identify with him? As soon as Snake appeared in the *Old Timer* strip he struck a chord in the hearts of readers. Is it his eternal optimism that something good is finally going to happen or just that Australian readers love to support the underdog?

Every day Snake wakes up raring to go but nothing ever goes his way. He hasn't a friend in the world. Sols actually receives letters from fans—fans of Snake, not fans of Sols—writing to tell him that they want to be Snake's friend. Sols has received threats in the mail and many pleas to make Snake's life easier. Snake even has birthday, Christmas and Valentine's Day cards sent to him.

Write a paragraph describing Snake's personality and his life's circumstances. Talk about his treatment of others and their behaviour towards him.

Write a paragraph about why there are so many fans who adore Snake. Why do some treat him as if he was a real being, not a fictional character?



Learn how to draw cartoons!





Aggressive



Anxious



Apologetic



Arrogant



Bashful



Blissful



Bored



Cautious



Cold



Confident



Curious



Determined



Disappointed



Disbelieving



Enraged



Envious



Exhausted



Frightened



Frustrated



Guilty



Happy



Horrified



Hot



Hungover



Hurt



Hysterical



Indifferent



Interested



Jealous



Lonely



Lovestruck



Negative



Regretful



Relieved



Sad



Satisfied



Surprised



Suspicious



Undecided



Other ...

@Bill Flowers 2002



Cartoon Bodies

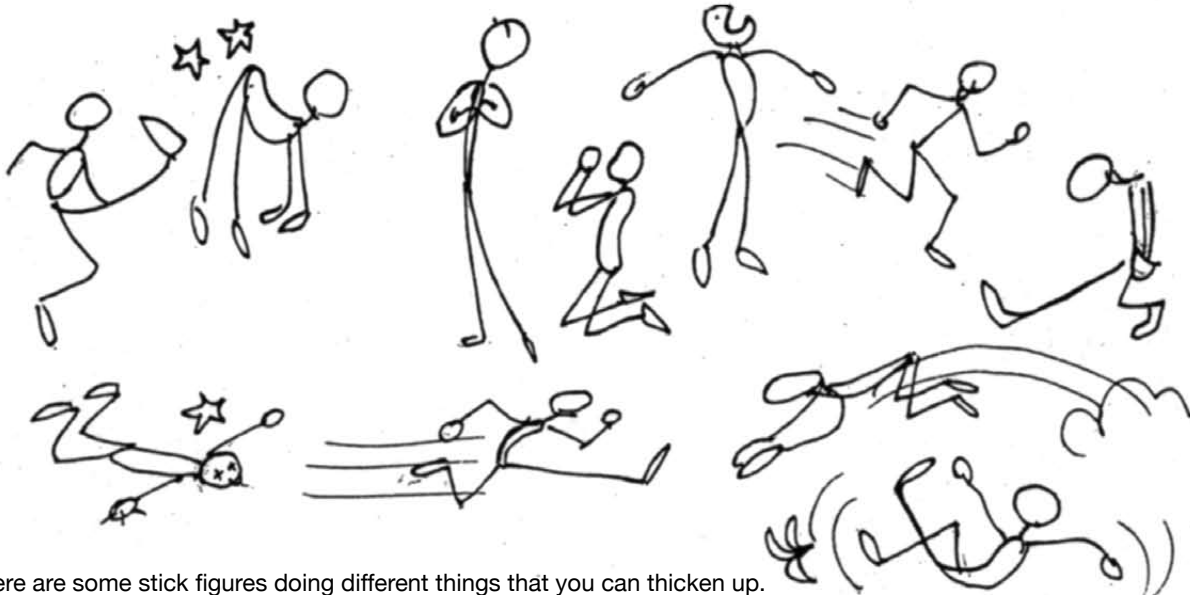
© Bill Flowers 2002



1. Draw a long, skinny triangle with a round bit at the top
2. Add the side view of a foot or a boot. Then add a line leading to an oval.
3. Now add the eyes, nose, mouth and ear to the head. Add details to the clothes.



1. Start with a jelly bean shape for the main body and a round shape for the head.
2. Add lines for the arms and legs. Put in shapes for the hands and feet.
3. Thicken up the arms and legs. Draw in some details.



Here are some stick figures doing different things that you can thicken up.

