

David Boller's

VIRTUAL CQMICS SCHOOL

MANGAS · SUPERHEROES · EUROPEAN GRAPHIC NOVELS · CARTOONS

NEW!



Limited availability. Apply now at:
www.virtual-graphics.ch

VIRTUAL COMICS SCHOOL

MANGAS • SUPERHEROES • EUROPEAN GRAPHIC NOVELS • CARTOONS

It's a lot of fun to tell stories in a comics format. At **David Boller's Virtual Comic School** we're looking at the creative process from creation to the final comic book in great detail using the entire creative palette at your disposal. Starting with the creation of a story to the structure and finishes with professional tools, all aspects of production will be discussed in great detail. Drawing and writing a great comic story doesn't have to be a matter of luck or coincidence. But with the necessary guidance and knowledge it can be a satisfying experience that brings results.

This is what you will learn:

- Storytelling basics.
- Character development.
- Narrative art basics.
- Panel-breakdown for comic books.
- Foundation of storyboarding and penciling.
- Inking with professional tools.
- Lettering and logo design.
- Desktop graphics design for comic books.
- Business-and marketing lessons.
- Possibility for print and digital publication.

That's how it works:

- Apply for the course of your choice on the website.
- Receive welcoming package and free gift.
- Receive the lesson plans.
- Schedule your webinars.
- Finish your assignments and get your work published*.



The **VIRTUAL COMICS SCHOOL** was founded by creator David Boller to hand on his 22 years in the comic book industry. VCS is not a drawing school only, but a place where the tradition of sequential art in all its facets is being discussed. Independent of your preferred style, be it manga, superheroes, European comics or cartoons, at the VCS there is a place for you. This school is unique in the sense that there is a course for every level, including a cost-effective try-out.

David Boller's Virtual Comics School is one of the only comic teaching programs that shows you how to create sequential art from script to the final page in an organized fashion. VCS can also assist you in seeing your work published or finding a publisher. It's not only a school but also a creative adviser that encompasses far more than just technical proficiency. Twice a year we will also publish an anthology book with the comics of our students.



* Only possible for courses BC02, AC01 and MC01. No publication for BC01.

VIRTUAL COMICS SCHOOL

Die Virtual Comic School is currently offering the following classes:

Beginner's course (BC01)

Duration: 2 months / 8 weeks

Required weekly effort: ca. 5-10 hours

Requirements: None

Webinars: 5

Subjects: Narrative art basics. Development of characters and concepts. Basic drawing in various styles. Panel-breakdown for comic books. Foundation of storyboarding and penciling. Introduction to inking with pen and ink and the PC.

Lesson schedule: You will follow a predefined lesson plan.

Advanced beginner's course (BC02)

Duration: 3 months / 12 weeks

Required weekly effort: ca. 5-10 hours

Requirements: Completion of BC01 or portfolio review

Webinars: 8

Subjects: Narrative art basics. Development of characters and concepts. Basic drawing in various styles. Panel-breakdown for comic books. Foundation of storyboarding and penciling. Introduction to inking with pen and ink and the PC. Introduction to lettering. Desktop graphics design for comic books. Possibility for print and digital publication.

Lesson schedule: You will follow a predefined lesson plan.

Advanced course (AC01)

Duration: 4 months / 16 weeks

Required weekly effort: ca. 10-15 hours

Requirements: Completion of BC02 or portfolio review

Webinars: 12

Subjects: Detailed narrative arts. Developments of complex characters and concepts. Panel breakdowns of your comic story as a thumbnail-storyboard. Advanced composition. Detailed pencils and layouts. Inking with professional tools. Lettering and logo design. Desktop graphics design for comic books. Possibility for print and digital publication. Business-and marketing lessons.

Lesson schedule: You will follow a predefined lesson plan. But also working on your own comic book.

Masterclass (MC01)

This is an intense mentoring/masterclass-program that can only be booked after an approved application. This class is meant for ambitious students with semi-professional aspirations. It will also teach you how to put together a publishable comic book as well as a portfolio for publishers.

Duration: 5 months / 20 weeks

Required weekly effort: ca. 10-15 hours

Requirements: Completion of AC01 or portfolio review

Webinars: 15



David Boller, founder of the Virtual Comic School and comics creator

Born in Zurich, Switzerland, David Boller was raised on a healthy mix of Manga, French Bandes Desinées and American superhero comics. After self-publishing a series of comic books in Europe, he decided to attend the Joe Kubert School of Graphics and Cartoon Art in Dover, New Jersey.

After graduation he worked for Marvel, DC, Acclaim, Wildstorm, Top Cow and Warp Graphics on a variety of titles such as Spider-Man, Batman, Witchblade, Magic the Gathering and Star Wars. 1996 saw the publication of his own creation KAOS MOON by Caliber Comics.

In 2008 he moved back to his native Switzerland and founded Virtual Graphics (TELL, Endless Sky, AIR)



and Zampano, a webcomic-magazin. David has worked in all aspects of the comic book production during the last 20 years, from large publishers like Marvel, DC and Image to his own self-published company Virtual Graphics, as well as online publishing with Zampano-Online and Comixology. He has also lead workshops and courses in many countries like the

USA, Thailand, Laos, Hungary, Switzerland, Germany and Austria.

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