

Henry Rancourt
Artist Statement

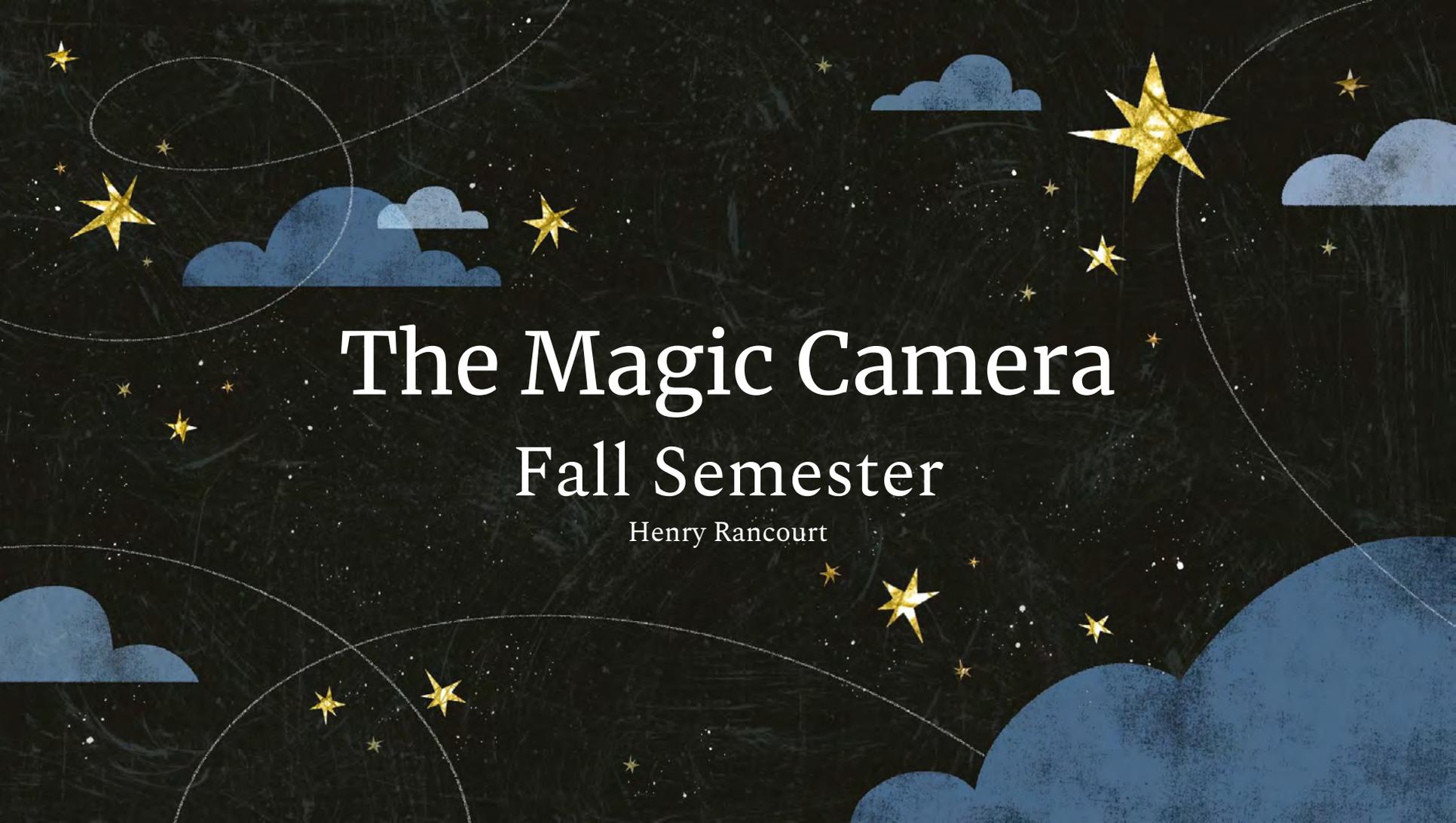
My fall semester project explores the works of Georges Méliès and the beginnings of cinema through a creative nonfiction picture book for the 4-7 year old age group. The creative nonfiction genre in picture books has an expanded demographic because of the appeal to both younger and older audiences. History is a popular topic within the genre, and with this project I intend to tell a real story that impacts the emotions of the reader, but is also a light introduction to Méliès' work. I chose to execute the final illustrations using bold shapes and collage textures to convey a sense of whimsy. I made color choices based on the colors used in Méliès' movies. As a contrast to separate film from reality, the illustrations that depict the real world have a warmer color scheme. The illustrations representing scenes on film were rendered using a cool color scheme with touches of warm color to portray where the black and white film had been color tinted in select spots. With this project, it is my goal to demonstrate my ability as a professional illustrator to write and illustrate a picture book because that is the field I am pursuing after graduation.

My spring semester thesis explores shape language and texture through a toy collection for the 3-6 year old age group that uses a sophisticated color palette that would appeal to kids and adults alike. Race cars are a popular theme for children's toys, but while conducting initial market research, I could not find a toy collection on the market that utilizes the race car theme that has a soft approachable feel. I executed the final illustrations using texture and bold shapes to convey playfulness. The characters I designed for the collection are anthropomorphic so that they feel approachable, and anthropomorphic characters are popular in children's product marketing for this reason. The collection displays a variety of scenes within the environment at different points in the race. There is no specific order for the scenes to be interacted with and the audience can make up their own story. The wooden racer toys, play mat and sticker activity allow the audience to play creatively and make up their own stories with the characters in their environment. The sticker activity includes four sheets of stickers and a reversible background so that the child can make their own scenes by arranging scenery, objects and characters. I included two jigsaw puzzles to expand the market group because the products are age appropriate for children 3-6 years old, and the puzzles vary in difficulty and size, 30 pieces and 60 pieces. While conducting initial market research for this project, I found that it is common for a toy collection to have two or more puzzles in the collection to expand marketability and product range. The stickers and temporary tattoos have the same function. Temporary tattoos are commonly included in toy collections for the 3-6 year old age group and generally reuse assets from other products. So I chose to reuse assets for the temporary tattoos and stickers to create a cohesive look and expand the range of the collection. This project provided me with the opportunity to explore another market within the larger field of children's publishing. My goal with this project is to demonstrate my ability to create a cohesive collection of illustrations that are applied to a wide variety of products. After graduation I plan to pitch this project to toy companies. I am also planning on expanding upon this project to explore the universe the characters exist in.



During the fall and spring semesters, I explored the field of children's publishing through two thesis projects. My fall semester project is a creative nonfiction picture book for the 4-7 year old age group. My spring semester project is a toy collection for the 3-6 year old age group. While picture books and toys are different areas of children's publishing, often companies that produce toys and games for children under 6 will commission picture book illustrators to work on their products. Both of my projects also have educational value that it provides to the audience. The picture book provides the many learning opportunities that come with the creative nonfiction genre such as introducing the children to reading nonfiction text and conveying a light introduction to a real world topic. The toy collection offers a variety of activities that teach children developmental skills such as problem solving, fine motor skills, and observation.





The Magic Camera

Fall Semester

Henry Rancourt

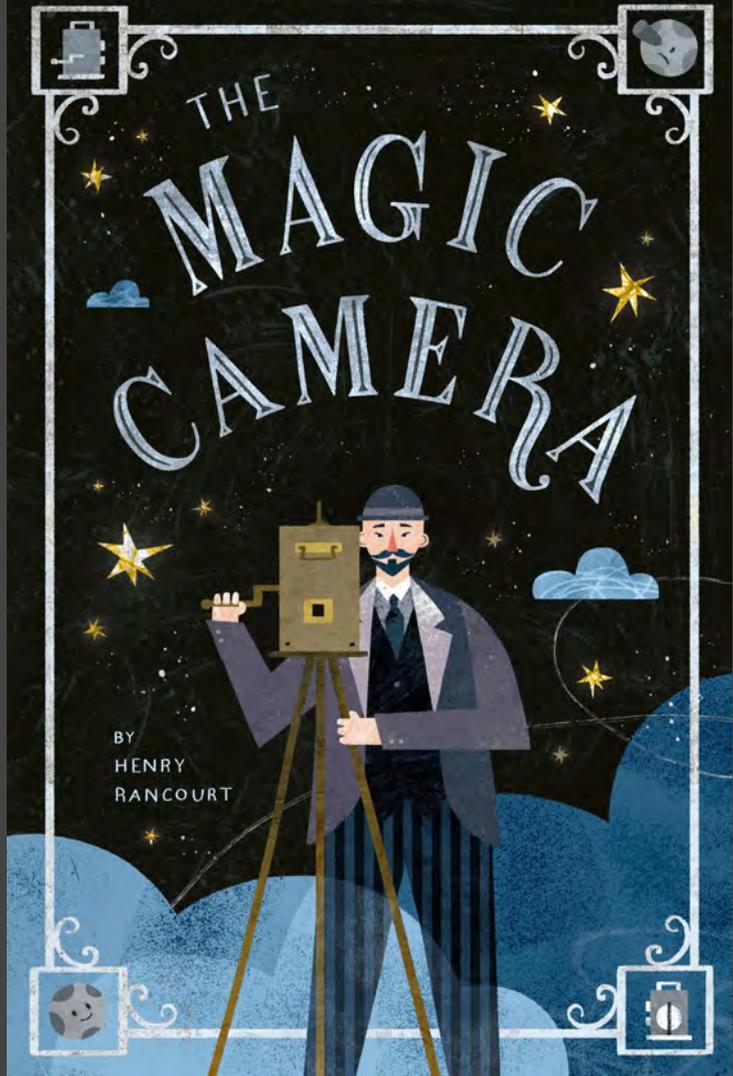
Thesis Statement

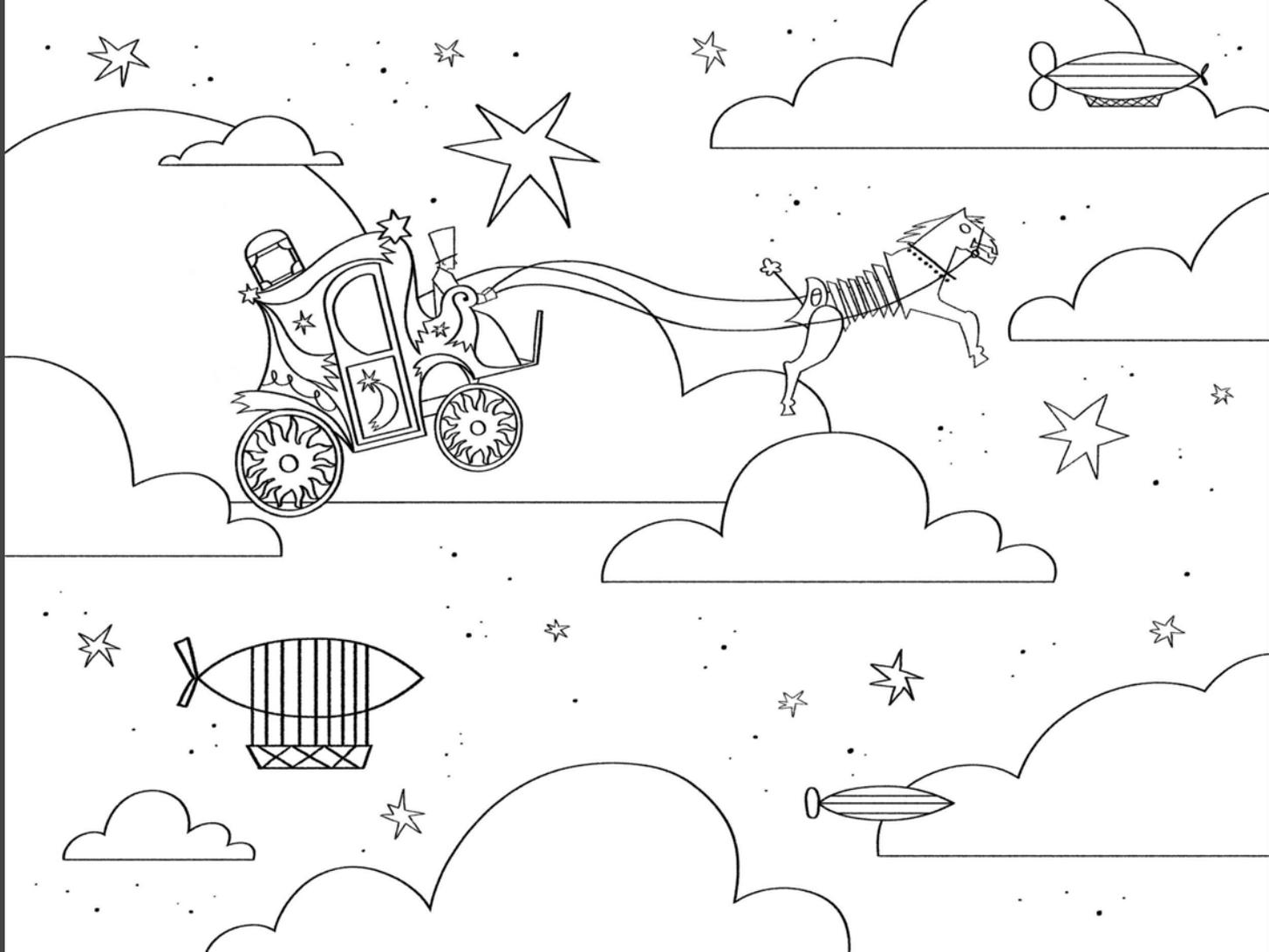


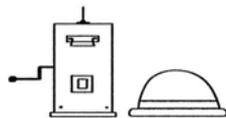
My thesis explores the works of Georges Méliès and the beginnings of cinema through a creative nonfiction picture book for the 4-7 year old age group. The creative non fiction genre in picture books has an expanded demographic because of the appeal to both younger and older audiences. History is a popular topic within the genre, and with this project I intend to tell a real story that impacts the emotions of the reader, but is also a light introduction to Méliès' work. I chose to execute the final illustrations using bold shapes and collage textures to convey a sense of whimsy. I made color choices based on the colors used in Méliès' movies. As a contrast to separate film from reality, the illustrations that depict the real world have a warmer color scheme. The illustrations representing scenes on film were rendered using a cool color scheme with touches of warm color to portray where the black and white film had been color tinted in select spots. With this project, it is my goal to demonstrate my ability as a professional illustrator to write and illustrate a picture book because that is the field I am pursuing after graduation.

THE MAGIC CAMERA

BY
HENRY
RANCOURT







Et litas desequo et velit omnit aut alit, exerovitatam is sim debit ex eum ea quate dem reperitem. Nam aut quam consequam ut molore net estemped militat ecumque pelenda cus ut aut ant quas repeleseni asse min rernam, cus aut aliqui berupta tionseque vere, aperum am cupta am ulleceria quia nis eum volo to coremque volorpos alique des rest, utempos a con rerum quodi a voloriore quodisquo et et omnient apisciur.

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THE MAGIC CAMERA



Welcome to the Theatre Robert-Houdin.

Look there.

That is Georges Méliès. He is a magician.

Watch closely.

He is just about to perform a magic trick that
the world has never seen before.



Georges Méliès has a magic camera that can capture dreams. With only a few feet of film, he can bring the queen on a playing card to life,

as if by magic.





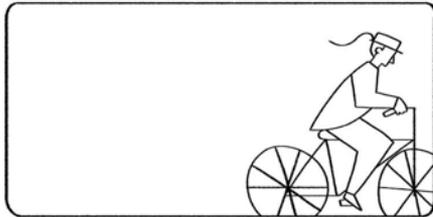
In December 1895, the Lumière Brothers



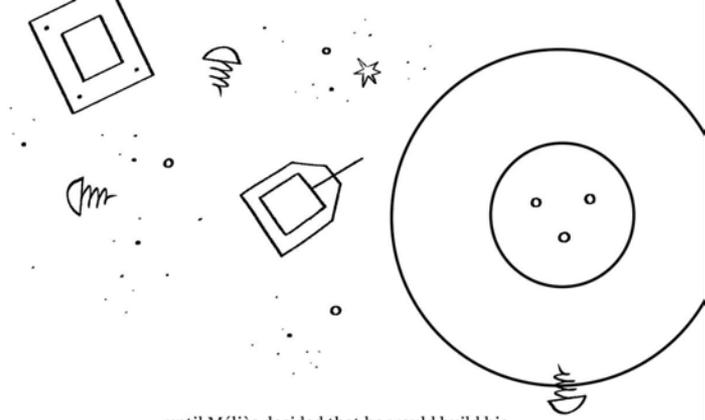
held a demonstration of their motion picture camera.



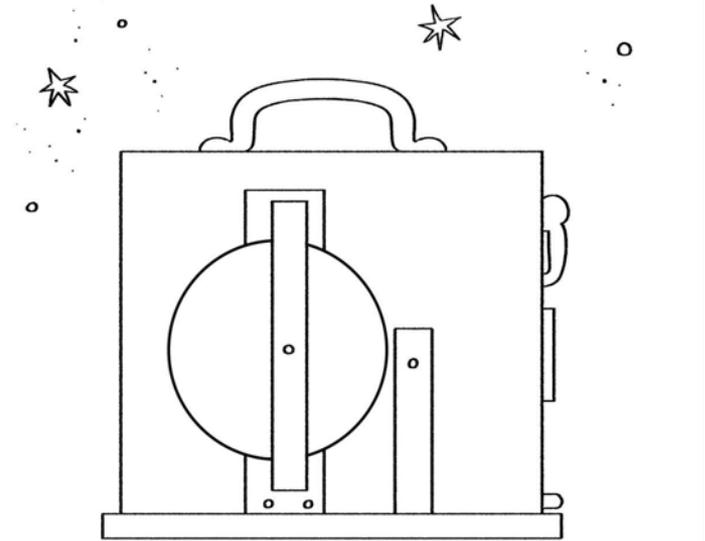
These first movies captured real life



and did not contain any dreams-



until Méliès decided that he would build his own camera.



Excited to learn every secret the camera held,
Méliès set to work filming basic illusions -



and

POP!

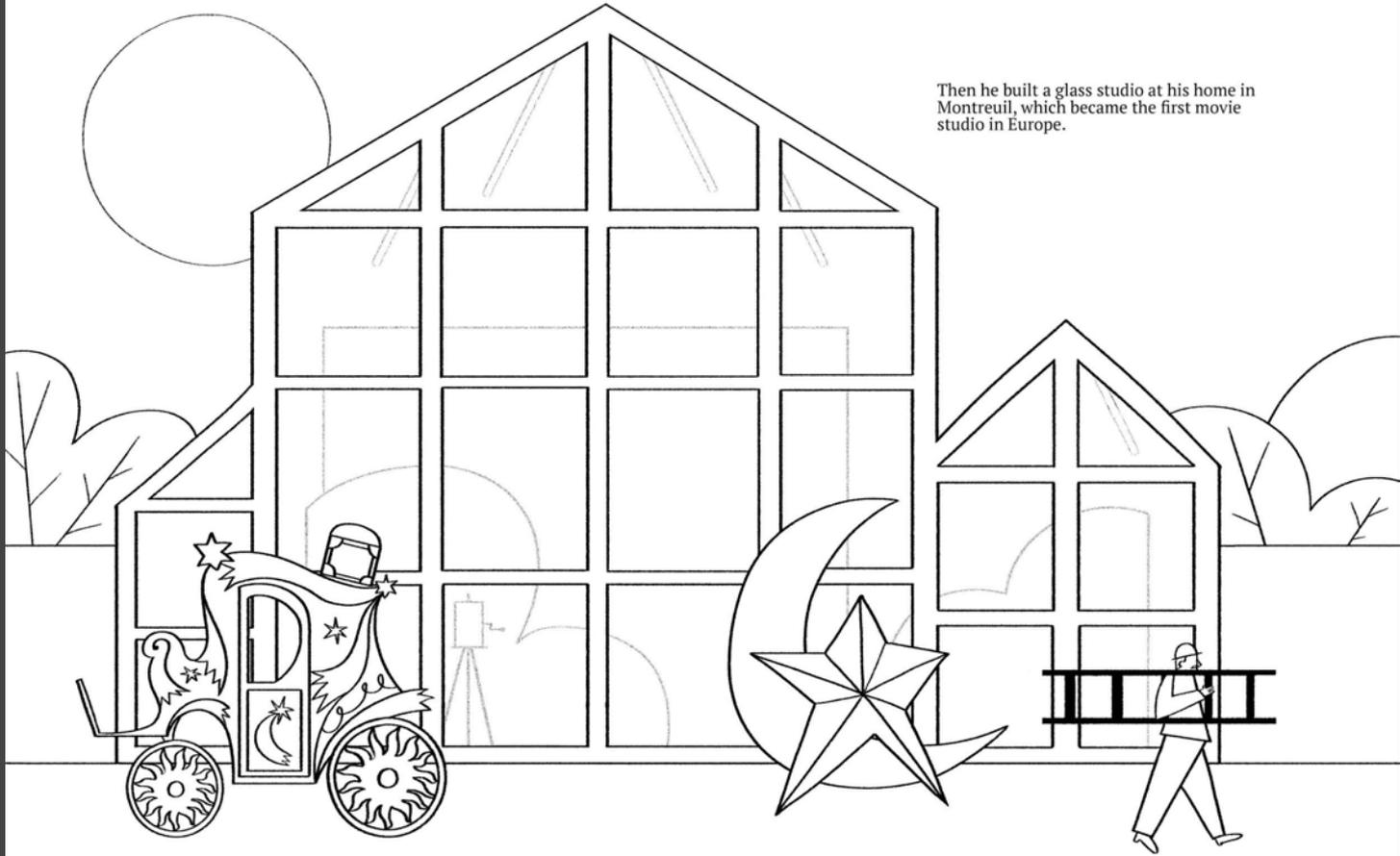
He could lift off his head



as if by magic.

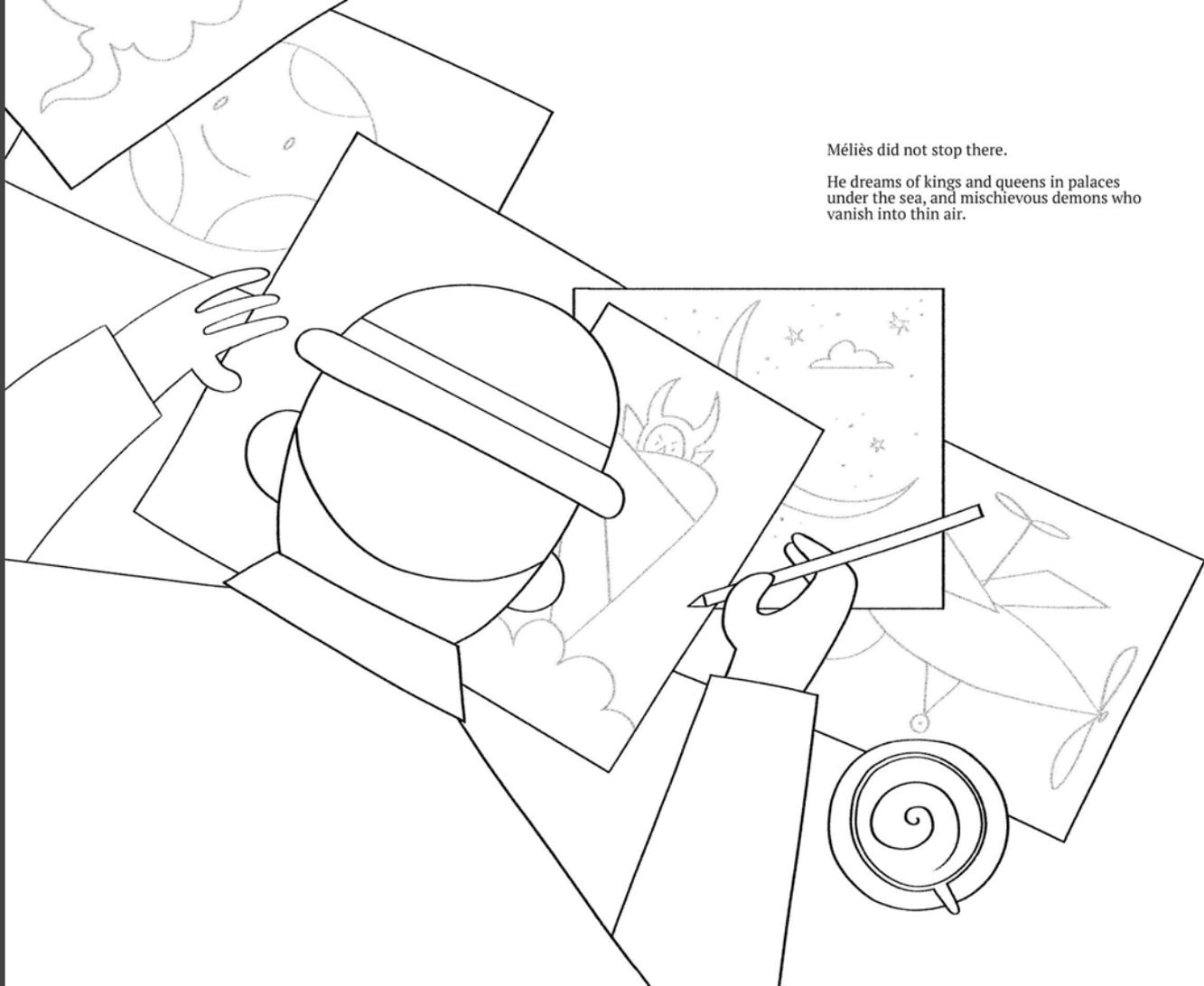


Then he built a glass studio at his home in Montreuil, which became the first movie studio in Europe.



Méliès did not stop there.

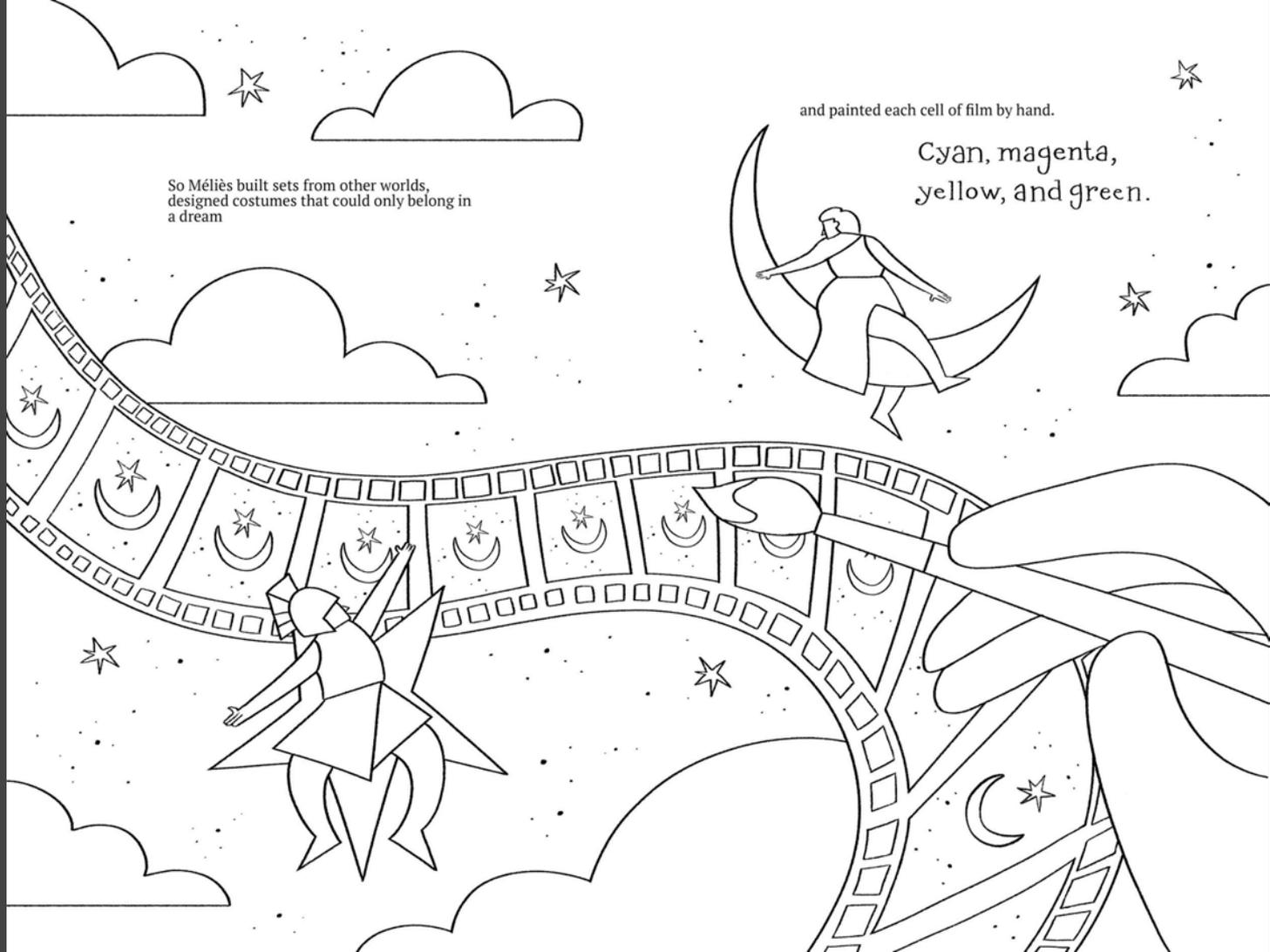
He dreams of kings and queens in palaces
under the sea, and mischievous demons who
vanish into thin air.



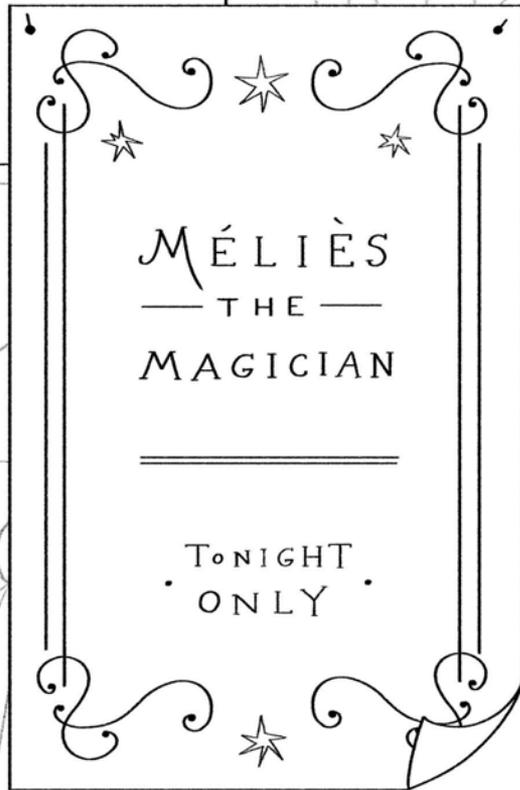
So Méliès built sets from other worlds,
designed costumes that could only belong in
a dream

and painted each cell of film by hand.

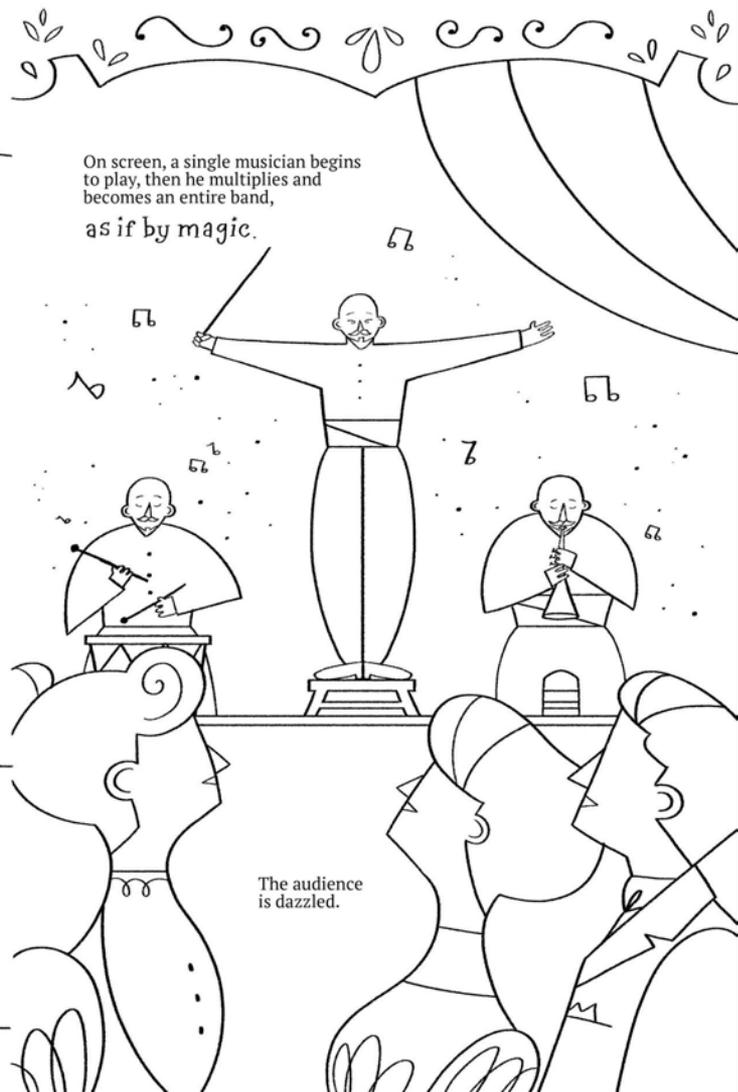
Cyan, magenta,
yellow, and green.



Word of the magician's magic camera spread
far and wide.



On screen, a single musician begins
to play, then he multiplies and
becomes an entire band,
as if by magic.



The audience
is dazzled.

Soon Méliès' movies grew larger.
And larger.
And larger.



Then the Great War came to Europe.



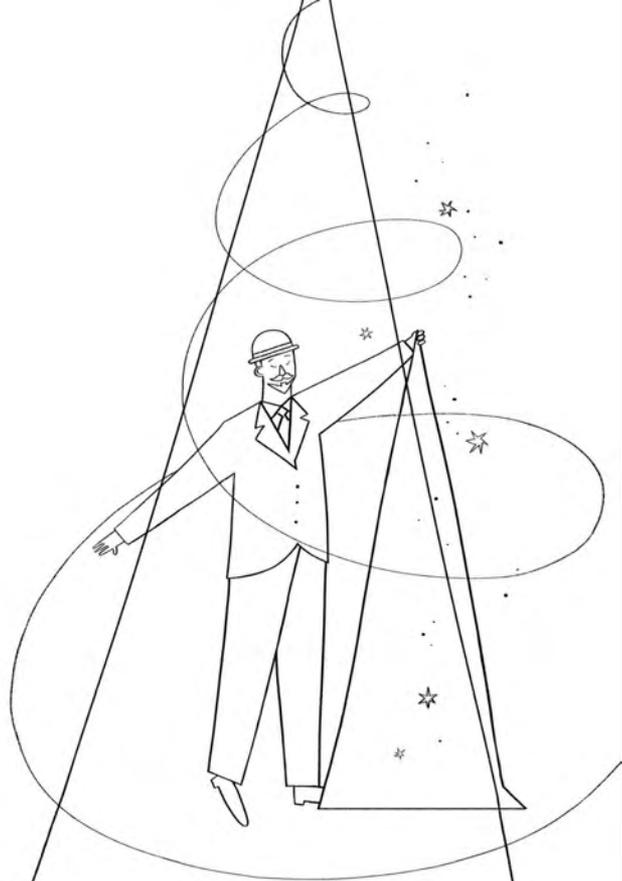
Méliès' film reels were melted down by the French army to make shoes for soldiers.



Then they turned the glass studio into a hospital for the wounded-

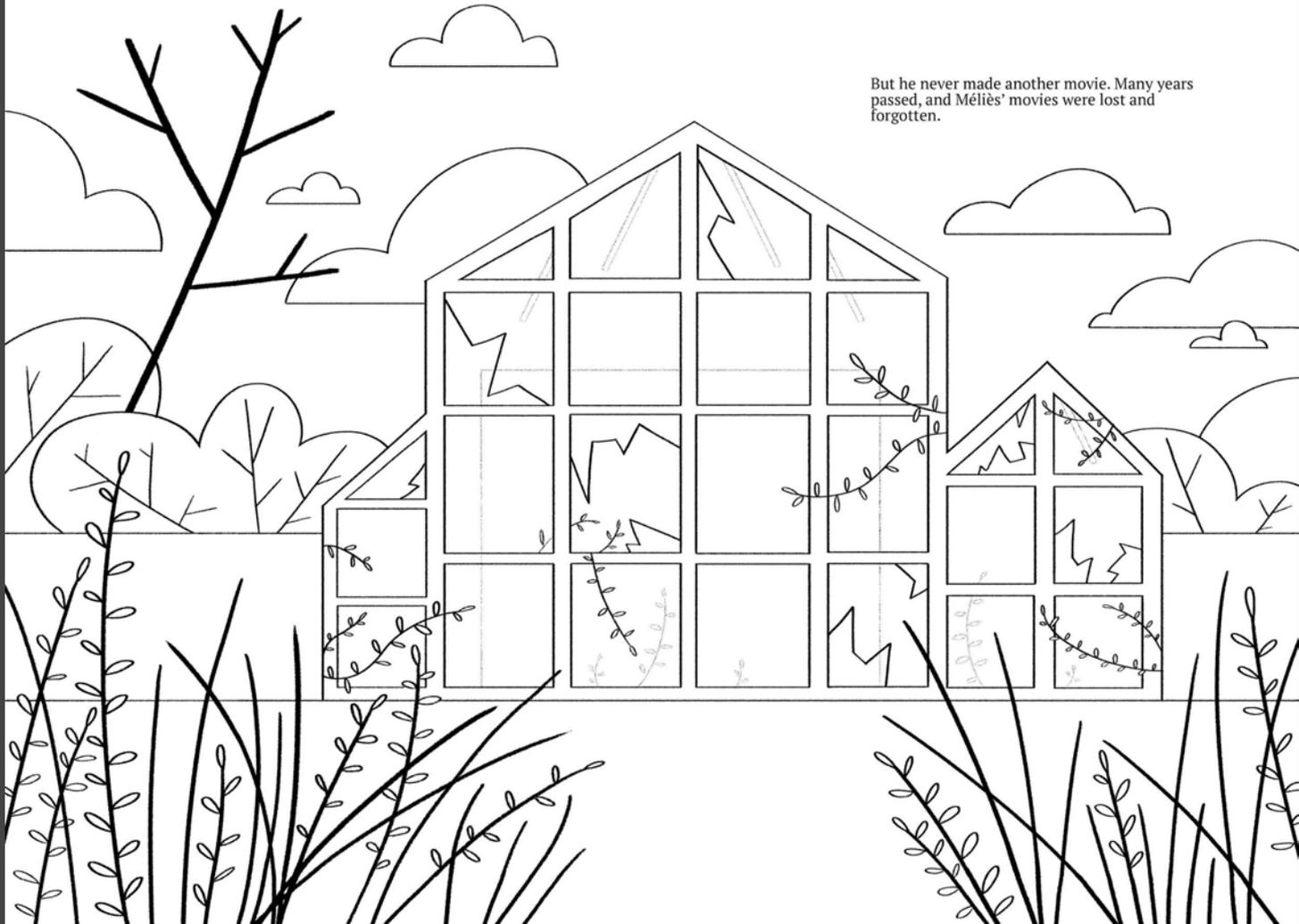


and no one went to see Méliès' movies at the Theatre Robert-Houdin anymore.



However, the magician continued to perform.

But he never made another movie. Many years passed, and Méliès' movies were lost and forgotten.



Until one day, a journalist discovered Méliès working at a toy and candy stand at Gare Montparnasse Station, and asked him for an interview.

2

CONFISERIE ET JOUETS



Soon others began to show interest again, too-

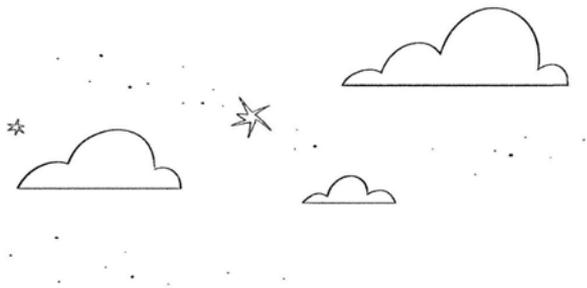
as if by magic.





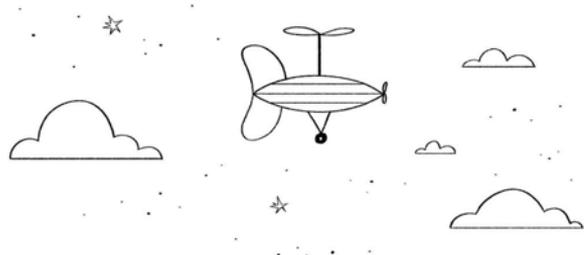
Movies Referenced

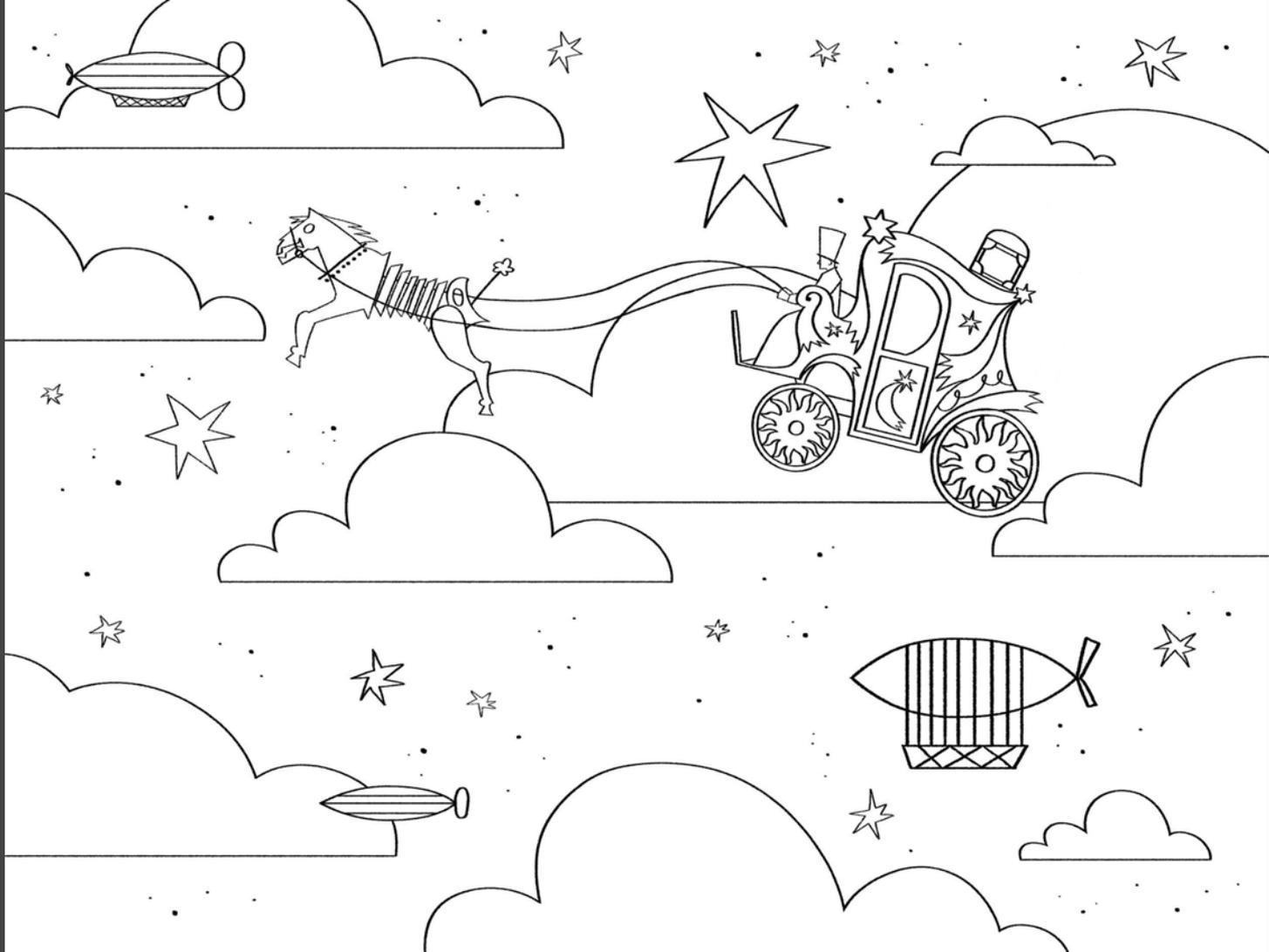
- Cover: *Le Voyage dans la Lune* (1902)
- Pages 2-3, 34-35: *Les Quatre Cents Farces Du Diable* (1905)
- Pages 8-9: *Les Cartes Vivantes* (1904)
- Pages 12-13: *Un Homme De Têtes* (1898)
- Pages 14-15: *Les Quatre Cents Farces Du Diable* (1905)
- Pages 18-19: *The Eclipse: Courtship of the Sun and Moon* (1907)
- Page 21: *L'Homme Orchestre* (1900)
- Pages 22-23: *Le Voyage dans la Lune* (1902), *À la conquête du pôle* (1912)



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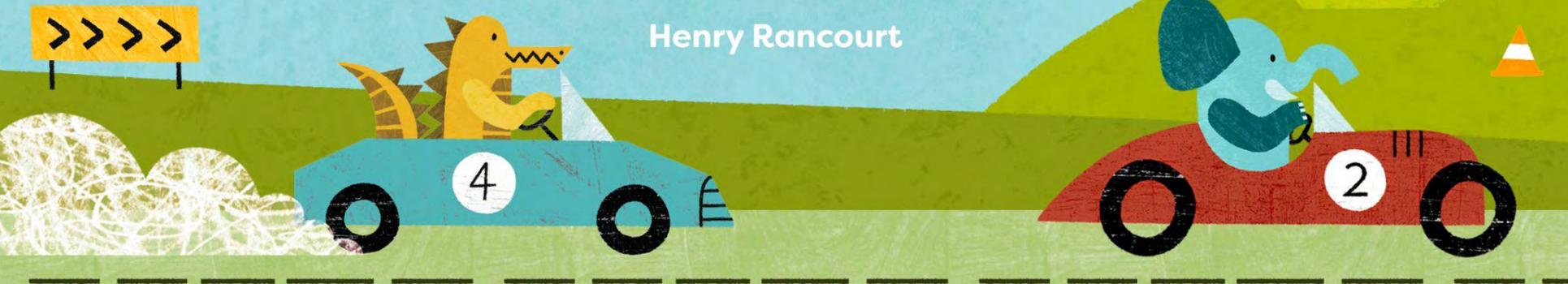




Ready Set **GO!**

Spring Semester

Henry Rancourt



Thesis Statement

My thesis explores shape language and texture through a toy collection for the 3-6 year old age group that uses a sophisticated color palette that would appeal to kids and adults alike. Race cars are a popular theme for children's toys, but while conducting initial market research, I could not find a toy collection on the market that utilizes the race car theme that has a soft approachable feel. I executed the final illustrations using texture and bold shapes to convey playfulness. With this project, it is my goal to demonstrate my ability as a professional illustrator to create consistent branding across a collection of illustrations that are applied to a wide variety of products.



Market

Many toy companies will collaborate with an artist to produce a collection for their catalog. Items produced for the collection vary from jigsaw puzzles, to sticker activities, temporary tattoos, and card games. Some collections tell a character's specific story with the objects, while others are a collection of cohesive images and patterns where the story is left open to the imagination. Generally these collections are marketed to the 3-8 year old age group.



Wooden Racers

4 wooden toys with double sided printing that fit inside a fully illustrated box.

Ages 3+







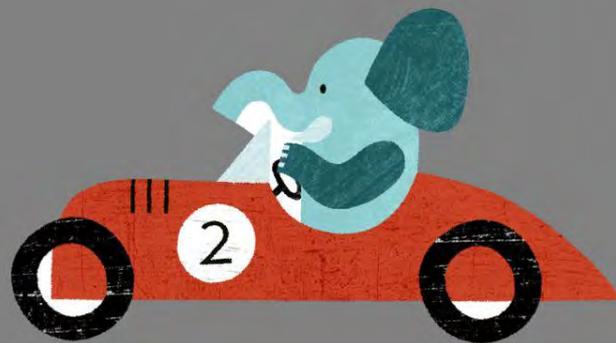
Ready Set **Go!**

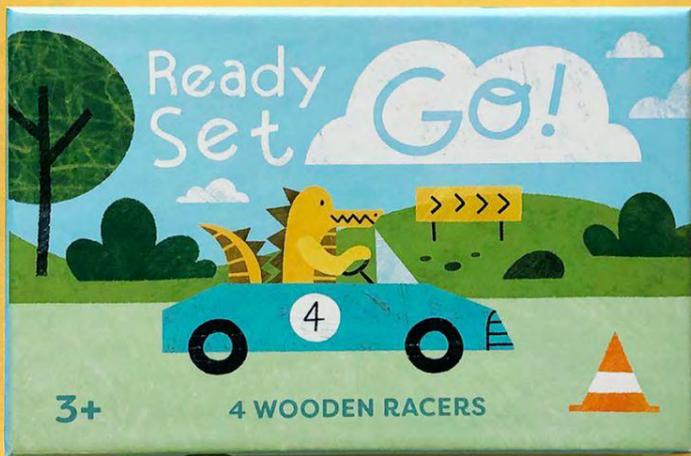
4 WOODEN RACERS

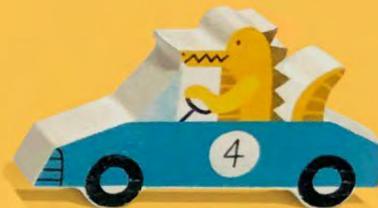
Racers start your engines!
3... 2... 1...

3+





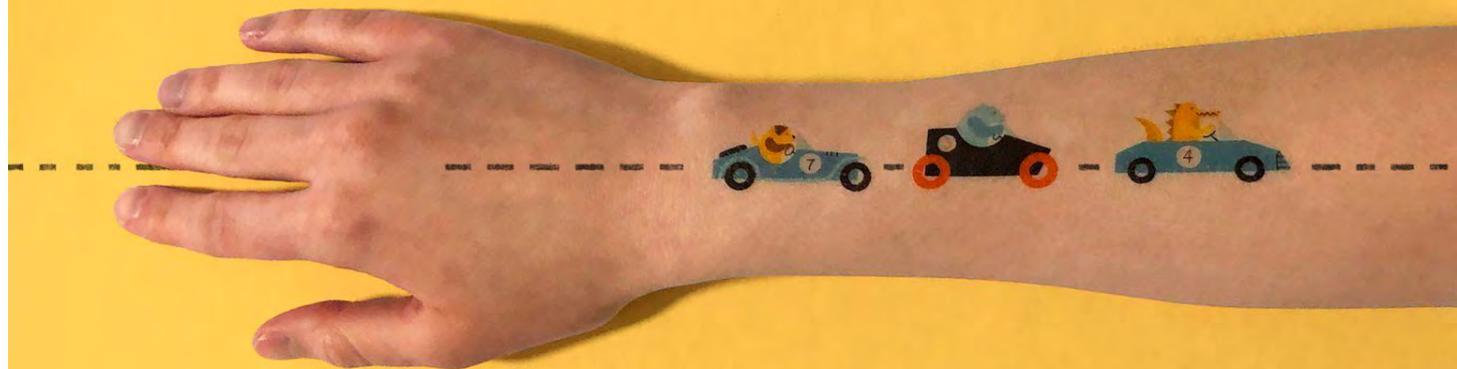




Tattoos

8 temporary tattoos
inside a fully illustrated
booklet.

Ages 3+





On your mark, get set, go! In car 4,
we have Crocodile the fastest
reptile on the road...

8 Temporary Tattoos

3+

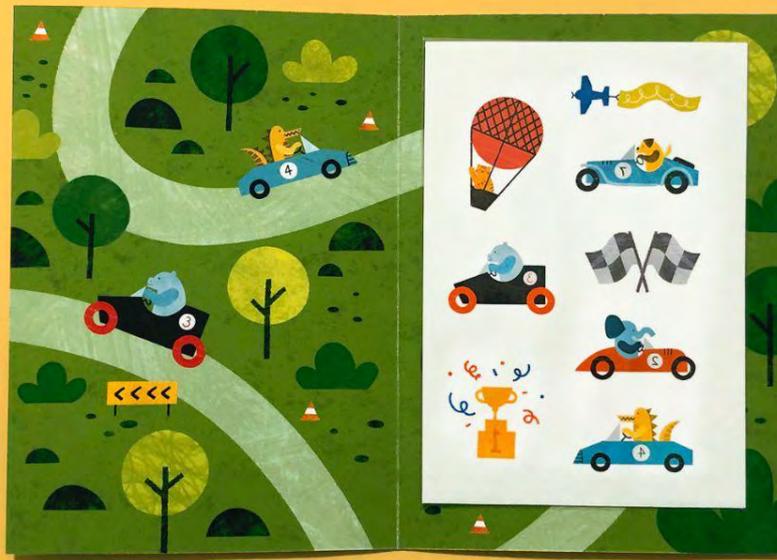
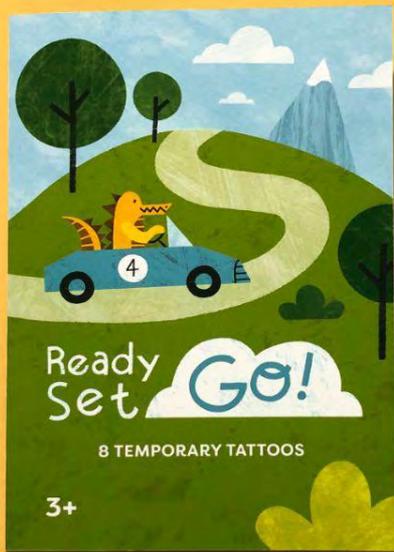
Ready
Set **GO!**

8 TEMPORARY TATTOOS

3+







Sticker Activity

The sticker activity kit includes 4 sheets of stickers and a reversible background in folder style packaging.

Ages 3+





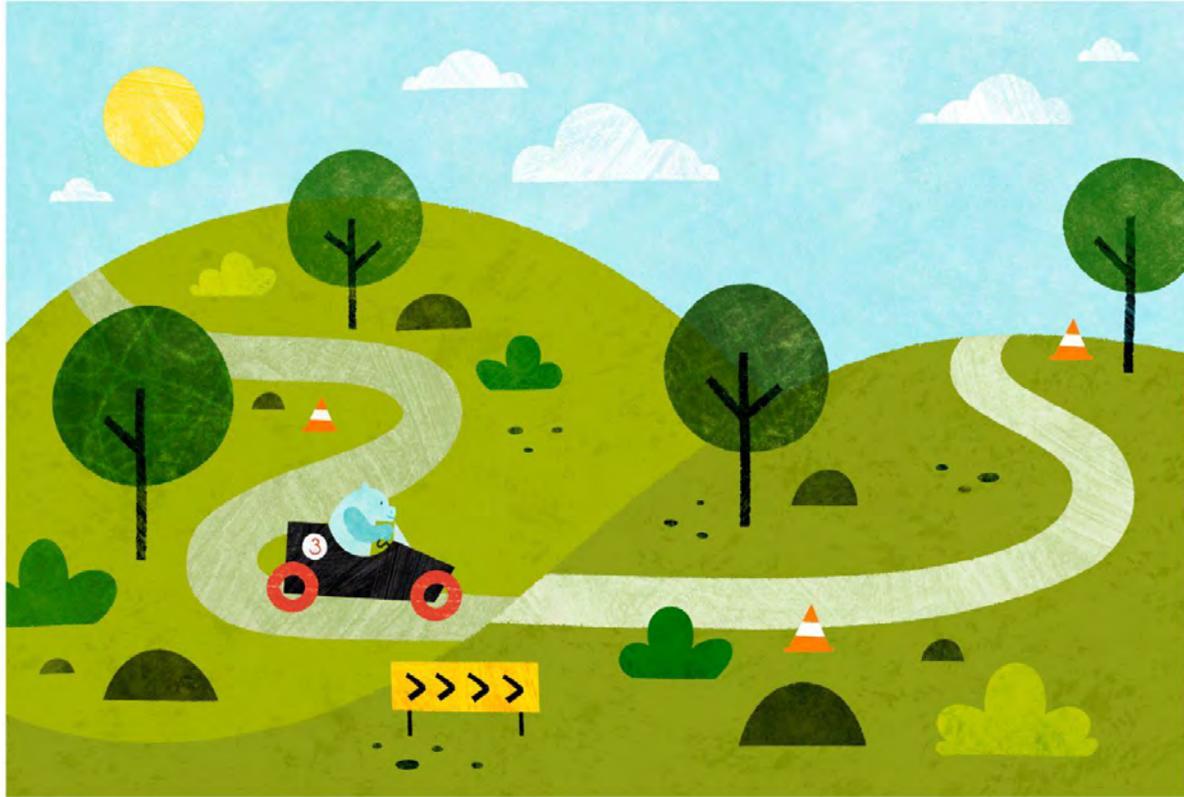
Kit Includes:
4 Sticker Sheets
1 Reversible Background

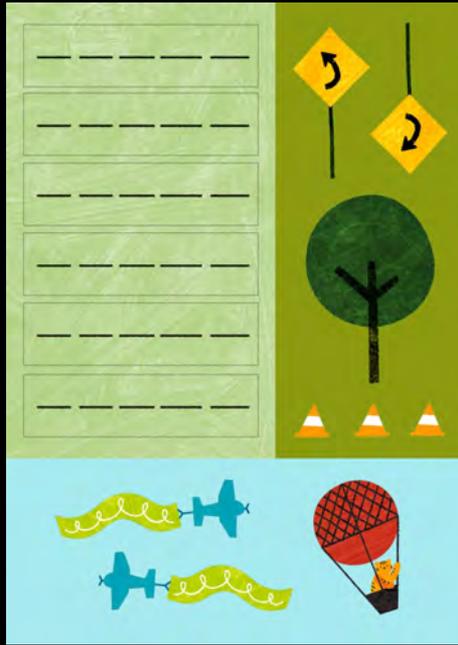
3+

Ready Set **GO!**

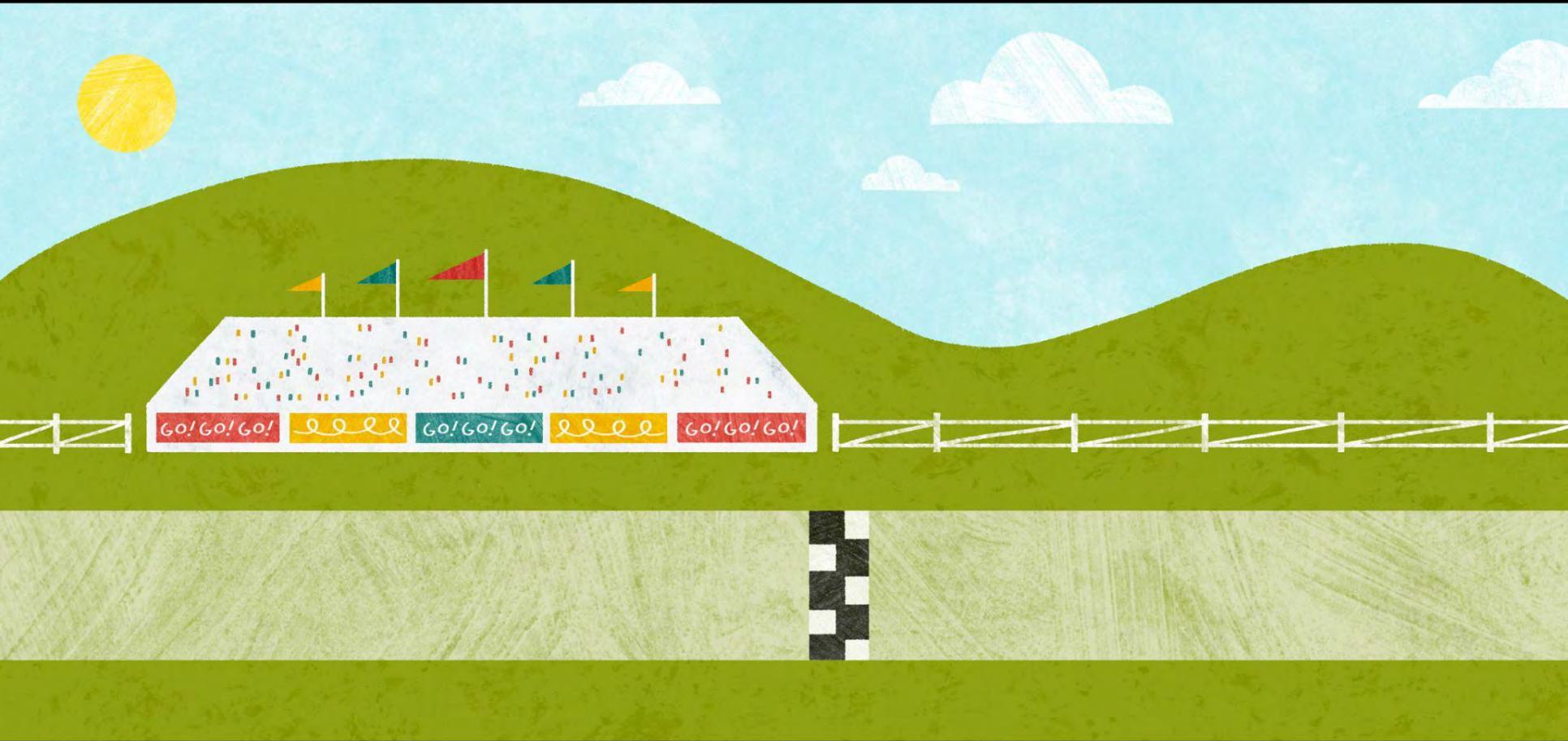
STICKER ACTIVITY

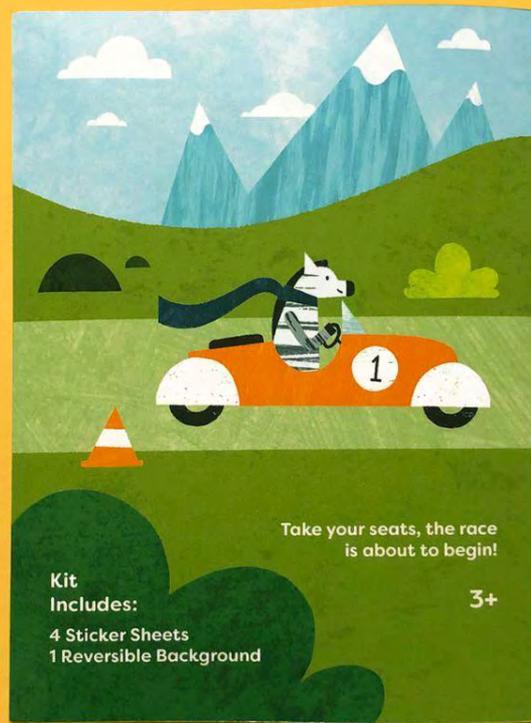
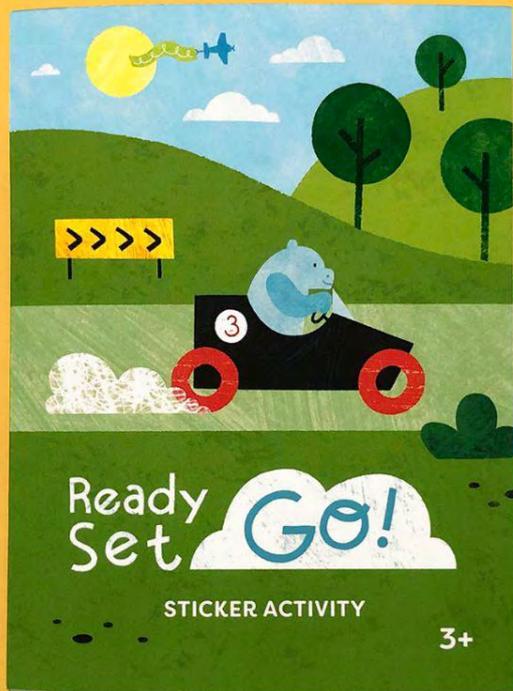
4+

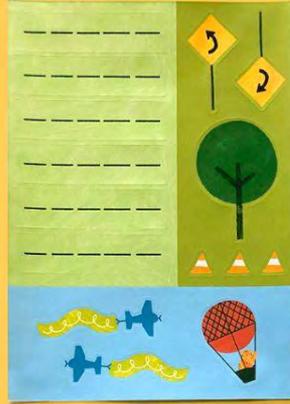


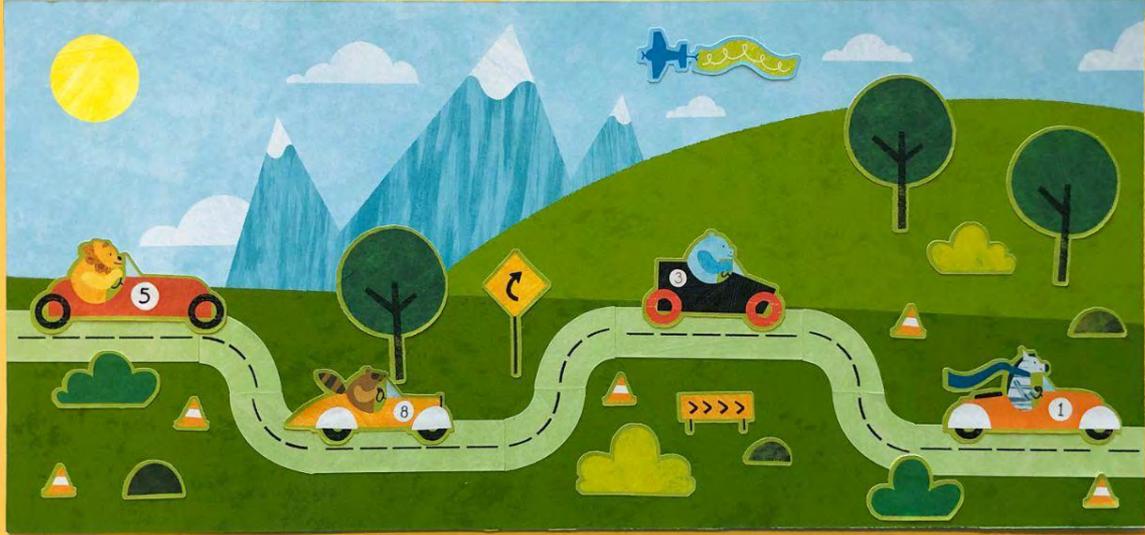














Play Mat

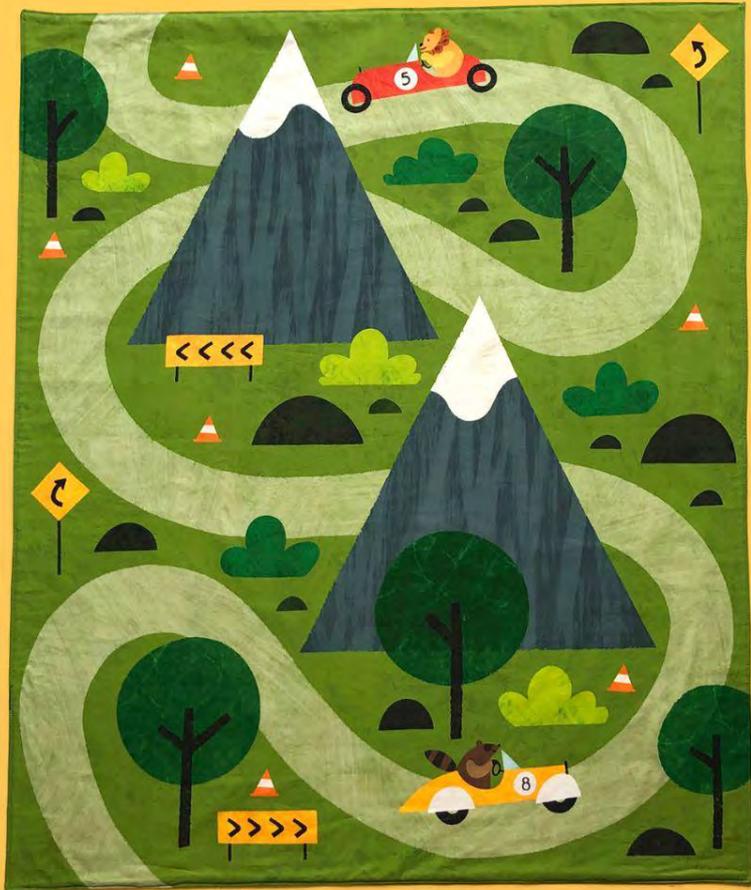
Reversible cotton play
mat designed to be
paired with the
wooden racers.

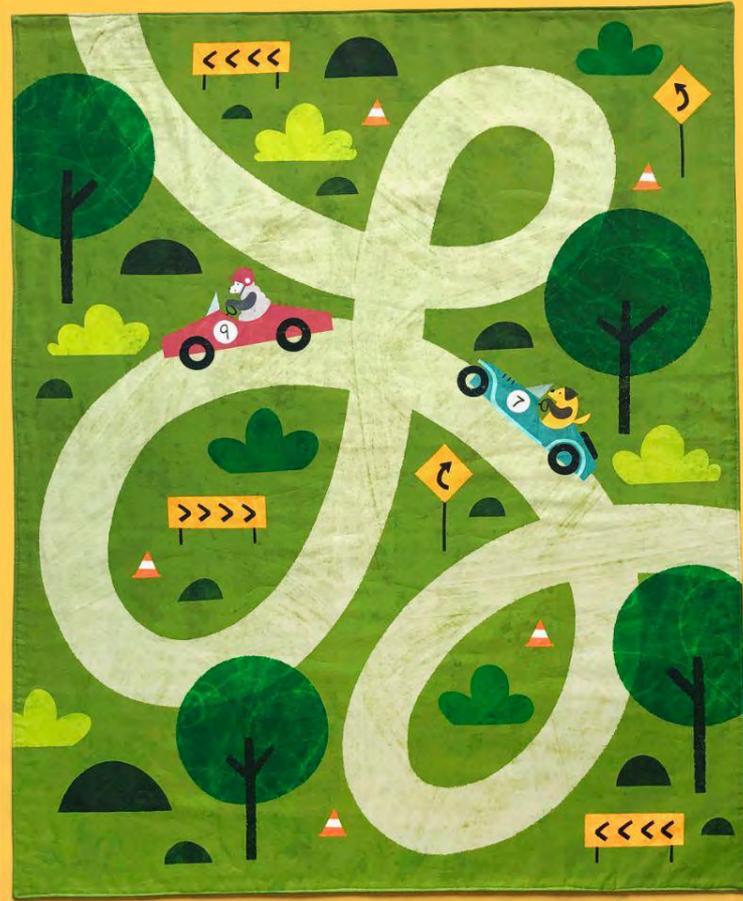
Ages 3+











30 Piece Puzzle

11 x 14 inch 30 piece
puzzle with a fully
illustrated box.

Ages 4+



30 PIECE PUZZLE

Ready Set Go!

Ready Set Go!



30 PIECE PUZZLE

Ready Set Go!

30 PIECE PUZZLE

4+

Ready Set Go!

30 PIECE PUZZLE

Ready Set Go!

On your mark, get set, go! In car 4, we have Crocodile the fastest reptile on the road...

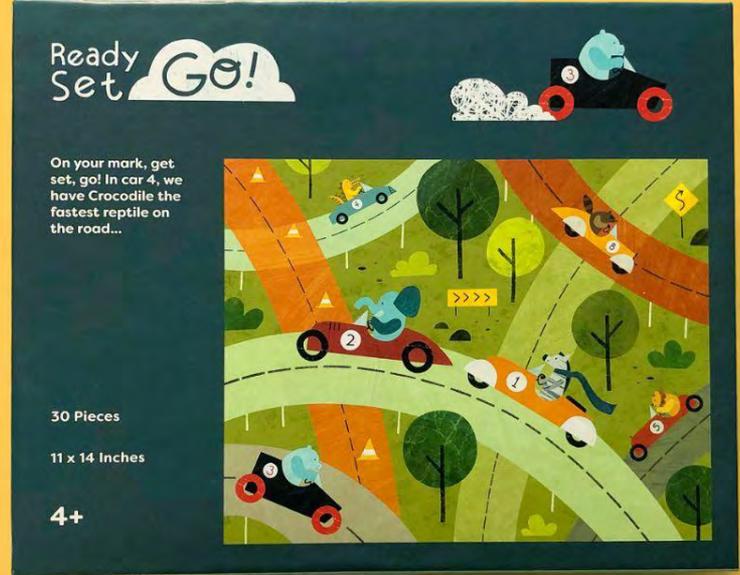
30 Pieces

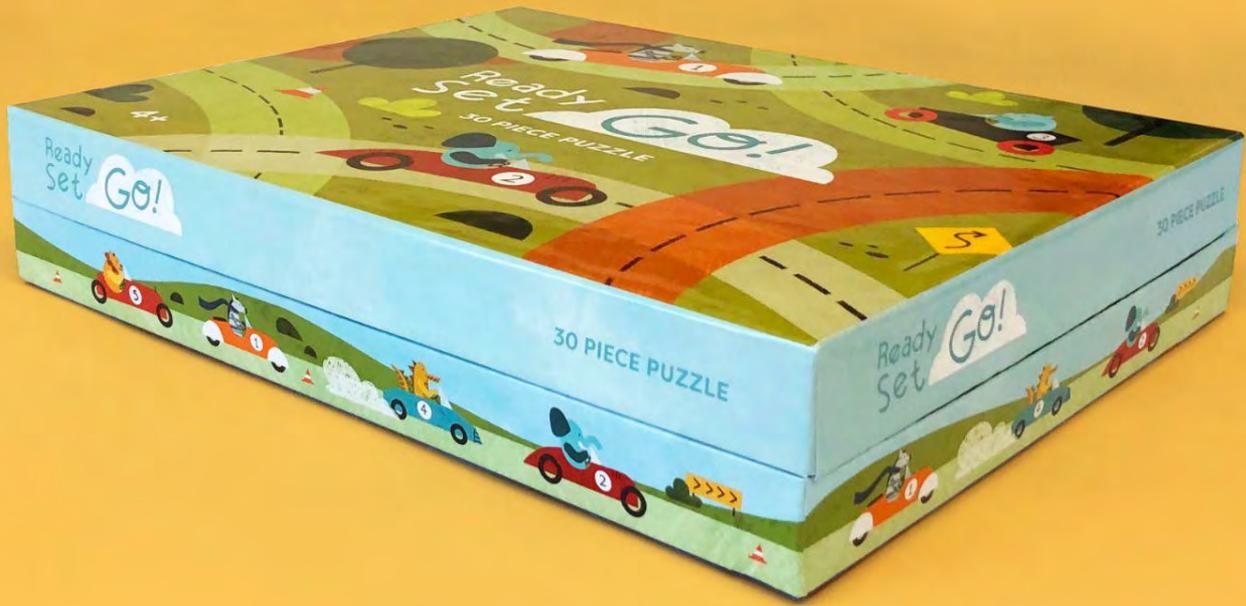
11 x 14 Inches

4+









Ready
Set
Go!

Ready
Set
Go!
30 PIECE PUZZLE

30 PIECE PUZZLE

30 PIECE PUZZLE

Ready
Set
Go!



60 Piece Puzzle

10 x 14 inch 60 piece
puzzle with a fully
illustrated box.

Ages 6+



60 PIECE PUZZLE

Ready Set Go!

Ready Set Go!

60 PIECE PUZZLE



Ready Set Go!

60 PIECE PUZZLE

60 PIECE PUZZLE

6+

Ready Set Go!

Ready Set Go!

60 PIECE PUZZLE

Ready Set Go!

Take your seat,
the race is
about to start!
Behind the
wheel of car 5
is Lion, the
fastest cat on
the road...

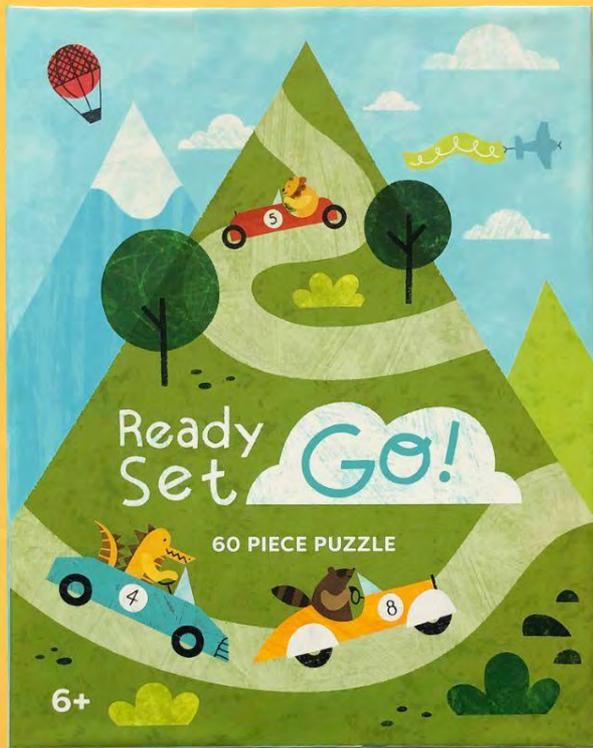
60 Pieces

10 x 14
Inches

6+









Ready Set Go!

Ready Set Go!

60 PIECE PUZZLE

6+

Ready Set Go!

60 PIECE PUZZLE



Thank you!

