

Graphic Brighton programme

Time	Event	Speaker/s	Location
Open for registration from 9.30			
10.00	Panel 1: Why Brighton? Comics and the Brighton community	Paul Collicutt Tim Pilcher Daniel Locke Paul O'Connell Nye Wright Alex Fitch to chair	Sallis Benney
This panel opens the day by considering the comics community in Brighton. The panel includes a number of contributors to QueenSparks's <i>Brighton: The Graphic Novel</i> and all panel members are published Brighton-based authors and artists, involved in projects that reflect the diversity of comics work taking place locally.			

11.00	Presentations:	Daniel Locke & John Higgins	G4
	Dan Locke hosts an illustrated talk that focuses and reflects on a project with St. Martin of Tours, a comic made as a result of an artist's residency at a housing association in London.		
	John Higgins speaks about the trials and tribulations of working on comic stories and self-publishing.		
	Both writers, in very different ways, are renowned for their interesting use of painterly colour in their comics, and here show and reflect on their work and experiences.		
	Presentation:	Nye Wright	Boardroom
Aneurin (Nye) Wright hosts an illustrated talk exploring some of his work, including his graphic novel <i>Things to Do in a Retirement Home Trailer Park</i>			

12.00 Lunch

Paul Collicutt, known for his works *The Murder Mile* and *Robot City*, as well as his mentorship of artists collaborating on *Brighton: The Graphic Novel*, is conducting one-to-one sessions with anyone interested in having Paul look at and comment on their work. If you would like to have Paul look at your work, please email Sarah Hutchings of QueenSpark Press (sjhutchings@gmail.com) before 24 May 2014 to book a session. Room: G4

13.00	Q&A	Chris Riddell Alex Fitch to interview	Sallis Benney
<p>In this Q & A Alex Fitch talks to the award winning illustrator about his parallel careers as a children's illustrator and political cartoonist. A University of Brighton alumnus, Riddell has been working as an illustrator for nearly 30 years and will be discussing his collaborations with local author Paul Stewart on <i>The Edge Chronicles</i>, <i>Barnaby Grimes</i> and <i>Far Flung Adventures</i>; how an early interest in Jonathan Swift informs his anthropomorphic portrayals of politicians in The Guardian, and how his "Elsewhere" page that closes each issue of the children's comic <i>The Phoenix</i> allows him to present surrealism and satire to younger readers.</p>			
14.15	Workshop:	Paul O'Connell, Neil Evans, Lawrence Elwick	G4
	<p>'Show Don't Tell: Silent Storytelling and the art of the unsaid' –three experienced comics creators look at silent comics and how to tell a story without using dialogue or narration. This practical workshop will be split between an interactive presentation and a hands-on workshop.</p>		
	Workshop:	Hannah Berry	Boardroom
	<p>Making Characters Count: Creating and developing characters that retain a strong identity of their own and inspire a sense of empathy within the audience, exploring the hidden meanings of dialogue, expression, body language and actions (or, equally, well-timed silence, inertia and non-actions).</p>		
15.15	Break		
15.45	Panel 2: What makes a good graphic novel?	David Lloyd Corinne Pearlman Nicola Streeten Ian Williams Hannah Berry Hannah Eaton Alex Fitch to chair	Sallis Benney
	<p>With a panel of speakers with success in both writing and publishing comics and graphic novels, this session will generate ideas to the million dollar question: what really does make a good graphic novel?</p>		
17.00	Thanks and close	Barbara Chamberlin Paul Slater Alex Fitch	Sallis Benney

Please note that workshops and presentations operate on a 'first come first served' basis.