

Text map – In the picture: Gus Sinaumea Hunter, Illustrator

Section of text	Main ideas
Biography (pages 7-8)	Paragraph 1 Gus is an illustrator.
	Paragraph 2 As a child, he copied illustrations from comics.
	Paragraph 3 (2 main ideas) Inspired by famous artists like Michelangelo. Had a special interest in drawing people.
	Paragraph 4 (2 main ideas) Worked in an office first. Enrolled for a Visual Communication course.
	Paragraph 5 The course was a turning point and he has been an illustrator ever since.
Procedure (pages 9-10) Illustrating – how does he do it?	Getting to know the story Reads and visualises the story.
	Planning Decides about the illustrations: – what parts to illustrate – what perspective to use – what viewpoint to show – whether to work from photos or his imagination.
	Sketching (4 steps) Does rough sketches in pencil. Sends photocopies to his publisher. The publisher approves the sketches. Gus does the actual illustrations.
Choosing a technique	Painting by hand (4 steps) Coats illustration board with gesso. Transfers the rough sketches. Paints the background. Paints the foreground and figures.
	Computer-assisted illustrations (2 steps) Scans in rough sketches. Uses software programs to colour them.
Advice (page 11) Tips from Gus	Make a picture in your head. Draw what you see. Do the background first when adding colour. Study the anatomy of the human body so you can draw it accurately. Practise.

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	Planning - - - -
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