

White River Junction, Vermont

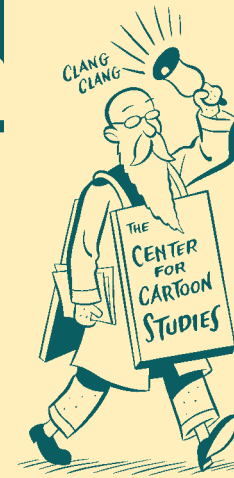
WHITE RIVER JUNCTION IS THE GEOGRAPHIC HEART OF VERMONT AND NEW HAMPSHIRE. It is where the scenic White River joins the mighty Connecticut on its journey south to the Atlantic through New England. In 1848 White River proudly laid down the first railroad tracks on Vermont soil and in a few short years grew into one of the busiest rail hubs in the United States. At the height of the westward migration, a hundred steam locomotives a day left White River taking farmers and livestock out to the prairies. For generations, the town has acted as the regional transportation hub for explorers, traders, travelers, and students.

As the country transitioned from the railroad age to the information age White River Junction's fortunes declined. But over the past few years a rapid

transformation has been unfolding. Creative-minded people have begun occupying the village's eclectic stock of antique brick and wooden buildings. They are now home to artists' studios, a printmaking cooperative, a used bookstore, a natural food co-op, a costume shop, a retro-clothing store, and the Main Street Museum, which has been called Vermont's strangest museum. The old opera house on White River Junction's Main Street is home to Northern Stage, a regional theater company that stages plays year round using equity actors straight from Broadway and London.

White River Junction is less than a five-hour drive to New York City and sits exactly halfway between Boston and Montreal at the intersection of Interstate 89 and Interstate 91, making it a two-and-a-half hour drive to each of these dynamic cities.

The Center for Cartoon Studies



COMICS RESIST EASY DEFINITION. Perhaps it is the word "comics" that makes people think of humor or a medium only suited for children and adolescents. Practitioners and publishers continuously offer new terms to help shape perceptions: graphic novels, graphica, visual narratives, sequential art, drawn books, manga.

No matter what you call them, the magic of comics derives from the alchemy of words and pictures, juxtaposed to create something larger than the sum of its parts. Comics can be highly literate biographies, works of novel-length fiction, and hulk-like men and anatomically impossible women dressed in skintight costumes. Some comics contain little overt narrative and succeed because of a beautiful graphic sensibility.

Comics are a demanding, labor-intensive medium that requires countless hours spent hunched over a drawing board or in front of a computer filling in little panels, organizing information. Small details might take months of research or manifest themselves in a split second's revelation. Sketchbooks are filled to the brim with verbal and visual odds and ends: a to-do list, lyrics to an old country-western song, a row of mailboxes. How does one capture the mood of a lonely strip mall? A crestfallen hero? The forced laughter of a nervous suitor? What small detail suggests a universe that is bursting at the seams?

More than any other time in history we are awash in fleeting images; which ones do we choose to tell our story? In comics the distinction between fine art and popular culture is tenuous at best: George Grosz, professional wrestlers, Jane Austen, Rom the Space

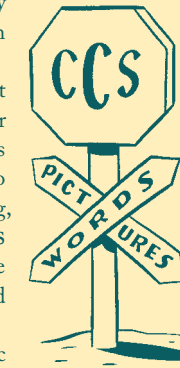
Knight, Edgar Cayce, and an animated Japanese soy sauce commercial are all valid sources for inspiration.

In recent years, graphic novels have been generating unprecedented excitement in the art, literary, and publishing worlds. Academe, however, has been slow to acknowledge the ascension of comics as a legitimate art form. THE CENTER FOR CARTOON STUDIES, located in downtown White River Junction, Vermont, has been established to offer a comprehensive college-level education to aspiring cartoonists. CCS offers an intensive two-year course of study exploring the medium's past, present, and potential. Unlike more traditional art schools, students do not have to choose between writing and drawing. Nationally recognized artists and writers will teach and be in residence.

The CCS student will become proficient in several areas: illustration, design, computer applications, and writing. With an emphasis on self-publishing, CCS's curriculum also covers the business of comics: marketing, printing, and distribution. Should a CCS graduate's work fail to generate income, the skills he or she developed still will afford them numerous employment opportunities.

CCS is a cartoonists' boot camp, a graphic novel think tank, and a working studio. If you are interested in becoming part of this dynamic institution, CCS invites you to visit White River Junction or contact the school for more information:

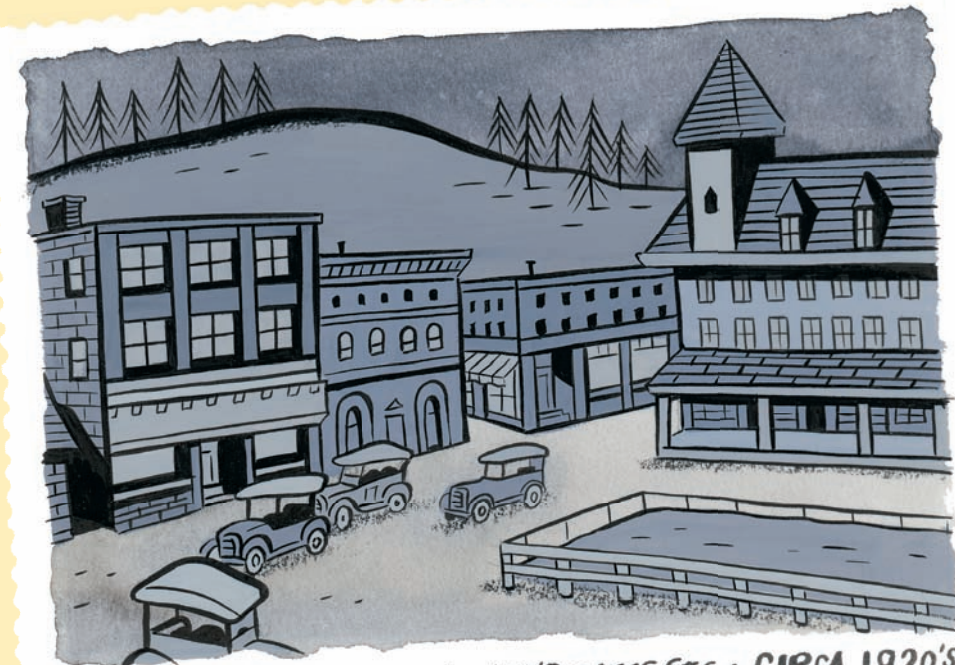
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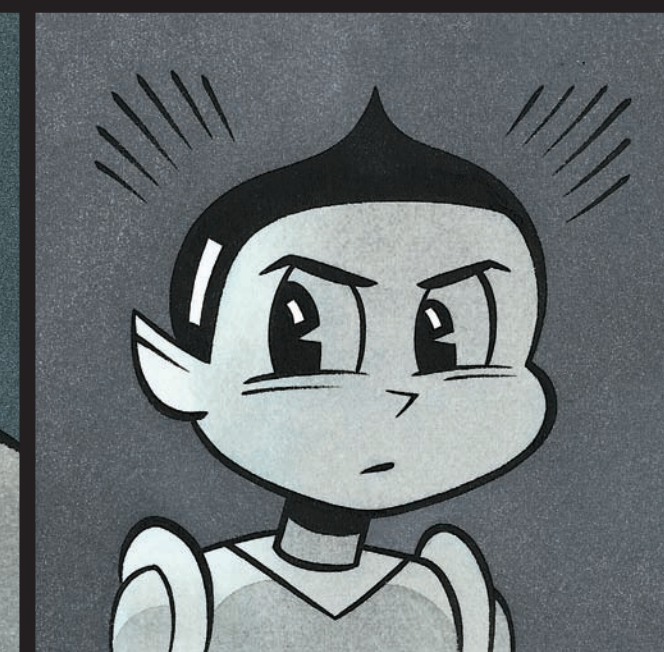
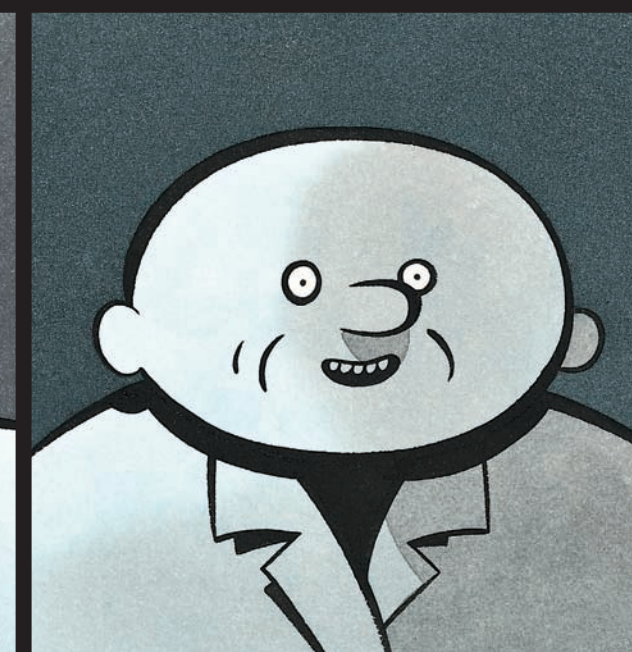
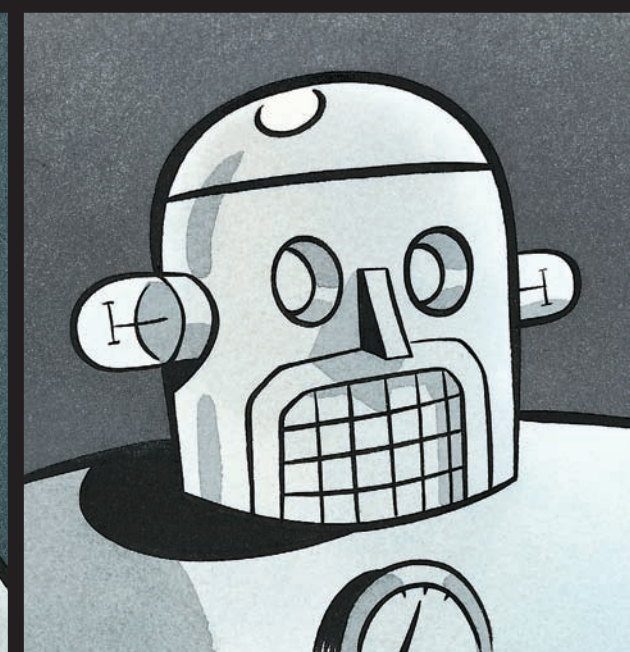
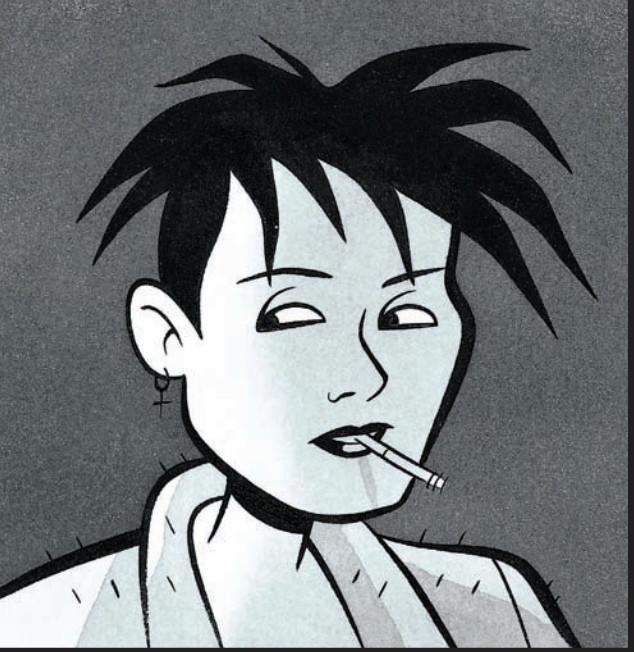
THE RISE AND FALL OF INKY SOLOMON

1930's	1940's	1950's	1960's
1970's	1980's	1990's	2000's

THE CENTER FOR CARTOON STUDIES



WHITE RIVER JUNCTION • MAIN AND GATES STS. • CIRCA 1920'S



CENTER FOR CARTOON STUDIES

