

Steven Lenton's Q&A:

What is your design process?

I always start in my sketchbook with thumbnail sketches of the main characters in each book. Then I start to build the world around those characters, the backgrounds, props, vehicles and secondary characters.

How would you describe your style?

I'm not really sure! Hopefully quite bold but charming...I aim to make my characters memorable and the style adapts depending on the tone and age-range of the story.

What media do you use for creating the illustrations?

2B and 4B Pencils in my sketchbook, then I scan into photoshop for the colouring process.

What inspires you?

Everything from my Brighton balcony sea-view to people watching in cafes and looking at other illustrators and authors work.

Do you have a favourite character or scene from the book and why?

I love Viscera Von Tangle I think she's hilarious! I love it when she complains about waiting for room service for YEARS!

Do you have any tips for budding illustrators? How did you get into illustration?

Draw draw draw! It's such a cliché but it's so true. I drew from a really early age which led to good grades in art GCSE, A-Level then got a BA and MA in Animation. A combination of personal work to keep developing a style and commercial work is key.

What was your favourite book as a child and why?

The Enchanted Wood by Enid Blyton - such a wonderfully imaginative story full of excitement, peril and amazing characters.

Who are your favourite artists and illustrators?

Of course Quentin Blake when I was little and now I love artists such as David Roberts, Marta Altés and Luke Pearson.

What's the best advice you have ever been given within the context of your work?

To draw things that you love or are interested in and to not compare yourself to other artists. Stay true to who you are and the work you create and go with your gut instinct when it comes to choosing projects to work on.