

INTRODUCTION TO SEQUENTIAL AND COMIC ART

5.27.2016

WITH STUDENT LEARNING OUTCOMES

Intro to Sequential and Comic Art, (IL207, 3 credits)

Course Description:

This course introduces the building blocks of time-based visual storytelling: character design development, storyboarding and background design solutions, using traditional and digital techniques. Students explore and practice specific themes and styles, such as comics, Anime, and graphic novels. Students in the Sequential and Comic Art tracks have the chance to work on plots and characters of their choice - from action-driven adventures to science fiction and fantasy, or on non-fictional, educational, documentary, and personal contents.

Prerequisite: Drawing II

Students will:

1. Conceptualize sequential storytelling as a cultural and artistic process. (PC 5)
2. Explore various layout solutions and page paneling. (PC 1, 2)
3. Develop their own character designs, using illustration skills and techniques. (PC 1, 2, 3)
4. Investigate the potential ways in which both text and image can be combined in the narrative process. (PC 1)
5. Explore the variety of ways in which one image can relate to the next in the story process. (PC 3)

Required Texts: There are no required texts for this class.

Supplementary Readings: Can be found in the library.

Supplies: The students work primarily in black and white line art, using materials in the art kit. Most of the final assignments are in digital print format, on a good quality inkjet paper.

- Estimated cost for digital printing based on \$3 per sq.f. \$150.

Supplementary Supplies: Materials, accessories and supplies used in Media and Methods, and in art kit. Total estimated cost: \$ 250.