

Glendale Unified School District

High School

February 7, 2023

Department: Career Technical Education

Course Title: Advanced Comic Illustration Honors Capstone

Course Code: 9066V/9067V

Grade Level(s): 10-12

School(s) Course Offered: Clark Magnet High School

UC/CSU Approved (Y/N, Subject): Y, "F" Fine Arts

Course Credits: 10

Prerequisite: Intermediate Comic Illustration - Honors

Recommended Textbook: Making Comics: Storytelling Secrets of Comics, Manga, and Graphic Novels
Scott McCloud
ISBN: 9781428708679

Graphic Storytelling and Visual Narrative
Will Eisner
ISBN: 9780393331271

Framed Ink: Drawing and Composition for Visual Storytellers
Marcos Mateu-Mestre
ISBN: 9781933492957

The Art of Responsive Drawing
Nathan Goldstein
ISBN: 9780131945616

Course Overview: Advanced Comic Illustration Honors is a capstone course that provides advanced instruction in drawing practice and creative expression through the creation of comic books, graphic novels, and Manga. Topics covered in the course include digital drawing techniques, the Principles of Design, graphic novel layout design, visual narrative, storytelling, and creative expression. Students in this course expand upon illustration skills taught in the previous course in order to make original comic books and graphic novels. This course emphasizes shape based drawing, engaging storytelling, visual development, layout design, story flow, and comic creation. The culminating task in this course is a print-ready and digital portfolio that highlights the artist's best imagery created throughout the course.

First Semester Course Content

Unit 1: Industry Overview

(4 weeks)

Visual and Performing Arts Standards: 2.1; 2.3; 2.4; 3.3; 4.5; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0

Common Core State Standards: LS11-12.4

- A. Topics covered in this unit include research, industry outreach, and freelance illustration. Students will conduct research on how to monetize their illustration career through in-house and freelance employment. The entire class will collaborate in a research study and will contribute 5-10 sources that can potentially lead to employment and internship opportunities in the illustration industry. Students will consider popular avenues for illustrations such as editorial illustration, illustration for websites, magazine, storybook, comic book, graphic novels, and Manga.
- B. The culminating task in this unit is a written business plan where students select specific resources from the class collaborative project and develop an employment strategy that fits their needs. The business plan will delineate a timeline of actionable steps students will take during the school year for internship and employment opportunities with their illustration work.

Unit 2: Elements of Comics

(4 weeks)

Visual and Performing Arts Standards: 2.1; 2.3; 2.4; 3.3; 4.5; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0

Common Core State Standards: LS11-12.4

- A. Topics covered in this unit include advanced techniques on composition, page layout design, panel and story flow, and digital illustration. Students will develop their own

story and character elements and use ideation and process steps to make new issues of their comic. Students will also engage in critique sessions to share feedback with peers.

- B. The culminating task in this unit is a digital library of concept art consisting of characters and background. The comic panels will need to represent a wise use of page real estate and composition design choices. This project will assess the application of concepts and principles covered in the unit.

Unit 3: World Building

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.4; 2.5

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A6.0

Common Core State Standards: RLST11-12.4

- A. Topics covered in this unit include advanced instruction on character design, background design, prop design, set pieces, and pipeline techniques for efficient comic creation. Students will refine digital drawing techniques to create final renderings of the essential elements that will go into the full trade comic. Additional areas of emphasis include developing individual style, rendering strategies, advanced composition, and rendering.
- B. The culminating task in this unit is a collection of style sheets that will be used in the final comic. The style sheets will include settings, backgrounds, character poses, character facial expressions, and prop illustrations. This project will assess the application of concepts and principles covered in the unit.

Unit 4: Character Building

(4 weeks)

Visual and Performing Arts Standards: 2.3; 2.4; 2.5; 3.3; 5.1; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A5.0

Common Core State Standards: G-MG-1; LS11-12.7

- A. Topics covered in this unit include character posing, foreshortening, action/fight choreography, story development, and character development. Students will participate in collaborative critique sessions to generate ideas and share feedback. They will also draft various story arcs, plot designs, and written diagrams for future issues in their comic books.
- B. The culminating task in this unit is a written script and synopsis for their ongoing comic issues. The written document will be for a 4-8 issue story and will include concept sketches, character designs, and other visuals to help augment the writing. This project will assess the application of concepts and principles covered in the unit.

Unit 5: Portfolio and Website

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 5.4; 5.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A5.0

Common Core State Standards: LS11-12.3; WS11-12.4

- A. Topics covered in this unit include curation of artifacts, visual storytelling, and comic creation. Students will select their best work created throughout the term and will develop print friendly and online viewable images of their most accomplished work. Students will also look into industry based practices and licensing of their work.

- B. The culminating task in this unit is the completed comic book and an updated portfolio with images, written details, and contact information of the artist. This project will assess the application of concepts and principles covered in the unit.

Second Semester Course Content

Unit 1: Plot Development and Scripts

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 5.1; 5.4

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A4.0; A7.0

Common Core State Standards: LS11-12.3; RSL11-12.7

- A. Topics covered in this unit include advanced instruction on 3-act structure, plot development, character development, conflict, and visual imagery. As students expand their understanding of tools to represent stories in their comics, they will start to develop and refine the main theme of their final project.
- B. The culminating task in this unit is a draft script for their comic. The script will include essential story points, descriptions of characters, a detailed story arc, analysis of the conflict, and a general description of how the story may end. This project will assess the application of concepts and principles covered in the unit.

Unit 2: Comic Production #1

(6 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.4; 2.5

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A3.0

Common Core State Standards: RLST11-12.4

- A. Topics covered in this unit include a full review of drawing and story concepts, consolidating learning, publishing, licensing, and developing your own process. Students will research publishing and licensing requirements with the goal of using those practices with their own creations. They will also consolidate learning from the year in order to illustrate in a manner that fits their needs.
- B. The culminating task in this unit is a completed four issue trade designed by the student. The finished comic will include a smart use of composition, high quality drawings, reasonable spatial relations, hand lettered text, original design, engaging story, and character development.

Unit 3: Comic Production #2

(6 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 2.1; 2.4; 2.5

CTE Arts Media and Entertainment Standards: A1.0; A2.0; A3.0

Common Core State Standards: RLST11-12.4

- A. Topics covered in this unit include a full review of drawing and story concepts, consolidating learning, publishing, licensing, and developing your own process. Students will research publishing and licensing requirements with the goal of using those practices

with their own creations. They will also consolidate learning from the year in order to illustrate in a manner that fits their needs. Advanced lessons on illustration, digital art creation, and conceptual approaches to image making will be emphasized in this section.

- B. The culminating task in this unit is a completed four issue trade designed by the student that is entirely new, or a continuation of the previous book. The finished comic will include a smart use of composition, conceptually inspired imagery, accurate spatial relations, hand lettered text, original design, engaging story, and character development.

Unit 4: Portfolio and Website

(4 weeks)

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 5.4; 5.1

CTE Arts Media and Entertainment Standards: A2.0; A4.0; A5.0

Common Core State Standards: LS11-12.3; WS11-12.4

- A. Topics covered in this unit include curation of artifacts, visual storytelling, and comic creation. Students will select their best work created throughout the term and will develop print friendly and online viewable images of their most accomplished work. Students will also look into industry based practices and licensing of their work.
- B. The culminating task in this unit is the completed comic book and an updated portfolio with images, written details, and contact information of the artist. This project will assess the application of concepts and principles covered in the unit.