

Glendale Unified School District

High School

February 15, 2022

Department: Career Technical Education / Comics

Course Title: Intermediate Comic Illustration Honors

Course Code: 9064V/9065V

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: Tech Lit

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: Comic Book Production 1-2 is a concentrator course that formalizes the skills of foundational drawing for the creation of comic books, graphic novels, and Manga. Topics covered in this course include drawing from observation, color and design theory, the Principles of Design, shape based drawing methods, character design, the creative process, and self expression. Students in this course build a working knowledge of the

traditional and digital drawing practices through the lens of visual narrative. This course emphasizes drawing principles and techniques where students become proficient at gesture and quick sketch, solid drawing, perspective, rendering light, character design, and world building. 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: Foundations of Drawing - Traditional Media

(4 weeks)

STANDARDS

Visual and Performing Arts Standards: 1.1; 1.2; 1.3; 1.4; 2.1

CTE Arts Media and Entertainment Standards: A1.0; A2.0, A3.0, A4.0

Common Core State Standards: LS11-12.5

- A. Topics covered in this unit include mark making, contour, gesture, quick sketch, values, line, shading techniques, the Elements of Art, and the Principles of Design. Students will practice drawing processes in a variety of traditional media with the emphasis on developing their foundational drawing abilities. This unit requires that students develop observation skills while using a shape based approach to drawing.
- B. The culminating task in this unit is collection of the most expressive images created during the unit of instruction. Students will look through their work and curate a variety of images that show a breadth of drawing techniques. Finished work sample will include This project will assess the application of concepts and principles covered in the unit.

Unit 2: Foundations of Drawing - Digital Media

(4 weeks)

STANDARDS

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 1.6

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

Common Core State Standards: LS11-12.5

- A. Topics covered in this unit include composition, value, drawing process, digital tools, and layer drawing techniques. Students start drawing digitally and will expand upon techniques practiced in the previous unit. Foundational drawing topics covered will include spatial relations, perspective, and depiction of depth. As students illustrate various panels, they will study the mechanics of comics and will attempt visual storytelling with images.

- B. The culminating task in this unit is a four panel comic strip drawn with digital tools. The finished product will have a strong layout design, a good representation of spatial relations, full value rendering, and a high level of detail. This project will assess the application of concepts and principles covered in the unit.

Unit 3: **Elements of Comics**

(4 weeks)

STANDARDS

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 composition, storytelling, layout design, panel and story flow, frame, and best practices of comic illustration. Students will select simple story and character elements in order to focus on developing the process steps to take an idea from a thumbnail to a finished comic strip. Students will also engage in critique sessions and complete multiple stages of iterative design with their comics.
- B. The culminating task in this unit is a fully colored comic page of a historical adaptation. Students will be required to do research, develop an idea, illustrate it using digital drawing techniques. 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 4: **Narrative Tools and the Writing Process**

(4 weeks)

STANDARDS

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 script writing, visual storytelling, outlines, story development, and plot. Students will participate in collaborative critique sessions to generate ideas. They will also practice mapping out story arcs, plot designs, and written diagrams that show the story sequence. The illustrative portion of this unit focuses on individual storytelling images that support the story.
- B. The culminating task in this unit is a written script and synopsis for an original comic issue. The written document will be for a 4 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)

STANDARDS

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 a 10 page portfolio book layout with images, written details, and contact information of the artist. Students will also develop a website to house the portfolio and will have the option to create a full online presence. This project will assess the application of concepts and principles covered in the unit.

Second Semester-Course Content

Unit 1: **Fundamentals of Story**

(4 weeks)

STANDARDS

Visual and Performing Arts Standards: 1.1; 1.2; 1.4; 1.6

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

Common Core State Standards: LS11-12.3; RLST11-12.4

- A. Topics covered in this unit include ideation, the power of words, and stories for humans. Students will examine archetypes, popular stories, myth, and legends as they develop visual tools to depict those stories. As they continue to explore these stories, students will consider how to adapt the storytelling techniques and visual imagery to tell their own original story. Through the close reading of children's storybooks, editorial comics, traditional comic books, Manga, and online comics they will identify an area of focus for the remainder of the semester.
- B. The culminating task in this unit is a multi page telling of the story of the student in the format of their choice. They will create an autobiographical visual representation that shows their past, present, and possible future. Using concepts covered throughout the first semester students will utilize a variety of mechanics of comics, drawing foundations,

and fundamentals of story techniques to develop a comic. This project will assess the application of concepts and principles covered in the unit.

Unit 2: **Plot Development and Scripts**

(4 weeks)

STANDARDS

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 3-act structure, plot development, character development, conflict, and mapping story arc. As students study various tools to represent stories in their comics, they will start to consider what the main theme and focus of their final project will be. Students will also create concept sketches, color scripts, and background designs to accompany the script.
- B. The culminating task in this unit is a draft script for the visual medium of their choice. 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 3: **World Building**

(4 weeks)

STANDARDS

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 character design, background design, prop design, set pieces, and advanced rendering techniques. Students will practice digital drawing techniques to create final renderings of the essential elements that will go into the full trade comic. Additional topics covered include style, rendering strategies, compositional approaches to design, the Principles of Design, and critical trends in history and contemporary development in comics.
- 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: **Comic Production**

(4 weeks)

STANDARDS

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 (or equivalent based on format). 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 5: **Portfolio and Website**

(4 weeks)

STANDARDS

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.