

## GRAPHIC STORYTELLING

5.27.2016

WITH STUDENT LEARNING OUTCOMES

### Graphic Storytelling, (IL209, 3 credits)

#### Course Description:

Introducing the components of the graphic novel, this course blends two distinct forms of communication, word and image into a synchronized whole. Students study how to convey a story as a deliberately arranged sequence of events. The course incorporates storyboarding, character design and lettering. Students practice visual storytelling and develop the ability to work in a cohesive style and technique.

*Prerequisite: Intro to Sequential and Comic Art*

Students will:

1. Analyze particular textual and visual aspects that characterize the graphic novel and a hybrid form of storytelling. ( PC 1, 3)
2. Recognize personal, social or philosophical subjects/themes that can be expressed both literary and visually. (PC 5)
3. Employ the elements of sequential design to visual storytelling. ( PC 1, 4)
4. Create a piece of graphic storytelling based on a personal story using traditional media or web applications. ( PC 1, 2, 3, 4)

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

**Supplementary Readings:** Can be found in the library.

**Supplies:** The Illustration majors work in media of their choice, and use the materials and supplies, which they already have for the Media and Methods classes, and what is included 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 sqf: \$150.

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