

Tracy White

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Office hours: By appointment only

Comics are more than a narrative form they are a communication medium. Using words and images to tell a story is a skill that is applicable to almost everything we do. In this class you will learn the language of traditional print comics so you can hone your storytelling ability, clarity of thought and ability to innovate in the medium. We will breakdown the sequential narrative process into the techniques necessary to develop a compelling tale and look at how the audience and the format help to shape the final presentation of our ideas.

Students work on several projects to build up their skills that will culminate in the creation of a short feature comic written/drawn/programmed by each student that can be based on a previous assignment. This class does not teach specific programs or programming rather this class provides an opportunity for students to thoughtfully and creatively apply their knowledge toward each assignment.

You do not need to be a trained artist to take this class you do need to be willing to take chances with your work.

01.25.11

Class One: Graphic storytelling Part One: Communicating, Simplification.

- Lecture/Discussion: communication/simplification
- In class writing/comic exercise
- Guest Speaker: Dave Roman
- Assignment: iconography

Reading:

Scott McCloud Understanding Comics chapter 2

Assignment: Simplification

02.01.11

Class Two: Graphic storytelling Part Two: words and images

Lecture/Discussion: combining words and images

Assignment: Word + Image

David Mamet, On Directing Film excerpt

Scott McCloud Understanding Comics chap 6

02.08.11

Class Three: Graphic storytelling Part Three, Frames, Borders and Transitions

In-Class presentations/critiques

Lecture/Discussion: frames, borders, transitions

Break

Guest speaker: Nancy Mercado, Executive Editor, Roaring Brook Press
Assignment: Story to Comic

Reading:

Scott McCloud Understanding Comics Chapter 3 and 4

Very Helpful for thinking about composition optional reading:

Camera Angles from The Five C's of Cinematography

Durwin S. Talon, excerpt from Panel Discussions

02.15.11

Class four: Typography

Lecture/Discussion: typography/dialogue

Break

In-Class presentation: Typography

Assignment: Typography exercise and links

Reading: handout

02.22.11

Class Five: Digital Canvas

In-Class presentation: Typography exercise

Lecture/Discussion: The digital canvas

Break

Speaker: Bryan Nunez, Technology Manager, Witness

Assignment:

- Script for your final comic
- Most interesting digital comic

Reading: Handout

03.01.11

Class Six: Critique

In-Class presentations: Opportunity to discuss or question final projects with the class

Break

Work on final projects on the floor reserve a computer

Assignment: Final projects

03.08.11

Class Seven: Final Comic Presentations

Students present their work and works in progress throughout the semester. Three unexcused absences will be an automatic F. All students are expected to write and draw their own comics. Programming can be done in partnership with others.