

**ART 69 Course Outline as of Fall 2018****CATALOG INFORMATION**

Dept and Nbr: ART 69 Title: INTRO TO CARTOONING

Full Title: Introduction to Cartooning and Sequential Art

Last Reviewed: 12/11/2017

Units		Course Hours per Week		Nbr of Weeks	Course Hours Total	
Maximum	3.00	Lecture Scheduled	2.00	17.5	Lecture Scheduled	35.00
Minimum	3.00	Lab Scheduled	4.00	6	Lab Scheduled	70.00
		Contact DHR	0		Contact DHR	0
		Contact Total	6.00		Contact Total	105.00
		Non-contact DHR	0		Non-contact DHR	0

Total Out of Class Hours: 70.00

Total Student Learning Hours: 175.00

Title 5 Category: AA Degree Applicable

Grading: Grade or P/NP

Repeatability: 00 - Two Repeats if Grade was D, F, NC, or NP

Also Listed As:

Formerly:

**Catalog Description:**

An introduction to the basic concepts, techniques, and history of cartooning and sequential art. Includes composition, sketching, character design, inking, coloring, lettering and writing for sequential art, using a variety of tools and media.

**Prerequisites/Corequisites:**

Course Completion of ART 7A

**Recommended Preparation:**

Course Completion of ART 3 and ART 12

**Limits on Enrollment:****Schedule of Classes Information:**

Description: An introduction to the basic concepts, techniques, and history of cartooning and sequential art. Includes composition, sketching, character design, inking, coloring, lettering and writing for sequential art, using a variety of tools and media. (Grade or P/NP)

Prerequisites/Corequisites: Course Completion of ART 7A

Recommended: Course Completion of ART 3 and ART 12

Limits on Enrollment:

Transfer Credit: CSU;

Repeatability: Two Repeats if Grade was D, F, NC, or NP

## **ARTICULATION, MAJOR, and CERTIFICATION INFORMATION:**

<b>AS Degree:</b>	<b>Area</b>		Effective:	Inactive:
	E	Humanities	Fall 2017	
<b>CSU GE:</b>	<b>Transfer Area</b>		Effective:	Inactive:
<b>IGETC:</b>	<b>Transfer Area</b>		Effective:	Inactive:
<b>CSU Transfer:</b>	Transferable	Effective:	Fall 2017	Inactive:
<b>UC Transfer:</b>		Effective:		Inactive:

### **CID:**

### **Certificate/Major Applicable:**

Certificate Applicable Course

## **COURSE CONTENT**

### **Student Learning Outcomes:**

Upon completion of the course, students will be able to:

1. Create a portfolio of a series of cartoons/sequential art based on original stories and concepts.
2. Apply an understanding of word/picture cartoons and sequential art for comprehension, appreciation and critical discussion of historical and culturally relevant works.

### **Objectives:**

Upon completion of the course, students will be able to:

1. Assemble a portfolio of cartooning and sequential art.
2. Draw cartoons.
3. Apply a conceptual and practical understanding of the functional anatomy of cartoons and sequential art.
4. Demonstrate an understanding of applied design, drawing and narrative principles and their use in communication.
5. Demonstrate technical skills including sketching, inking, and lettering.
6. Discuss the cultural influence of cartooning and sequential art.
7. Apply a historical appreciation of cartooning and sequential art.
8. Demonstrate presentation skills.
9. Develop concepts from idea to sketch to finished product.
10. Prepare visual work for print and for internet distribution.

### **Topics and Scope:**

- I. Building Blocks and Vocabulary of Cartooning and Sequential Art
  - A. Single panel cartoons
  - B. Captions
  - C. Page layout
  - D. Gutters
  - E. Panel transitions
  - F. Word/thought/narration bubbles

## II. Historical and Cultural Aspects of Cartooning and Sequential Art

- A. History
- B. Style
- C. Development
- D. Genre

## III. Developing Characters and Stories from Observation and Imagination

- A. Gesture drawing
- B. Motion
- C. Observational drawing
- D. Observational journaling

## IV. Drawing Cartoon Characters

- A. Bodies
- B. Heads
- C. Hands
- D. Faces
- E. Expressions
- F. Clothes
- G. Motion
- H. Emanata

## V. Creating Settings and Spaces

- A. Stage/space design
- B. Mapping
- C. Distal Cues
- D. Basic linear perspective

## VI. Drawing for Cartoons

- A. Sketching/thumbnailing
- B. Pencils
- C. Inks
- D. Colors

## VII. Lettering

## VIII. Writing for Cartoons and Sequential Art

- A. Story outline
- B. Script format
- C. Narrative arc

## IX. Storyboarding for Film and Animation

## X. Concept Development from Idea to Sketch to Pitch to Finished Product

## XI. Photo-ready Artwork

- A. Traditional/historical image preparation
- B. Digital preparation for print
- C. Preparation for digital distribution

## XII. Portfolio Preparation

## XIII. Group Critique

All items include both lecture and lab elements. Lab will consist of both digital lab work and studio lab work.

### **Assignment:**

#### Lab-Related Assignments:

1. Creation/assembly of class cartoon portfolio
2. Gesture/expressive drawing from live models
3. Character design based on live model observation, memory and imagination

4. Character design turnarounds
5. Magazine caption cartoons and political cartoons
6. Comic strips (3-5 panel sequential cartoons)
7. Storyboards
8. Digital and analog approaches to page development - thumbnails, layout, pencils, inks, color, lettering
9. Blocking scenes using maps
10. Multi-page sequential narratives
11. Digital preparation of original art for print - scanning, cleaning, formatting

**Lecture-Related Assignments:**

1. Read approximately 250-400 pages of text/graphic novels a semester
2. Written analysis of published comics or graphic novels (250-500 words)
3. Oral presentation of historical/classic cartoons

**Methods of Evaluation/Basis of Grade:**

**Writing:** Assessment tools that demonstrate writing skills and/or require students to select, organize and explain ideas in writing.

Written critique and analysis of historical examples of cartooning and sequential art (250-500 pages)

Writing  
5 - 10%

**Problem Solving:** Assessment tools, other than exams, that demonstrate competence in computational or non-computational problem solving skills.

Homework problems for example, observational drawing, gesture drawing, story journaling, script writing, character design/development.

Problem solving  
5 - 15%

**Skill Demonstrations:** All skill-based and physical demonstrations used for assessment purposes including skill performance exams.

Class performances for example, creating cartoons, oral presentation of personal or historical work, participation in group critiques.

Skill Demonstrations  
5 - 15%

**Exams:** All forms of formal testing, other than skill performance exams.

None

Exams  
0 - 0%

**Other:** Includes any assessment tools that do not logically fit into the above categories.

A portfolio of completed work will be the major basis for course grade. Other factors: attendance/class participation, attitude, attentiveness, effort, growth, participation.

Other Category  
75 - 75%

## **Representative Textbooks and Materials:**

Instructor prepared materials

Cartooning: Philosophy and Practice. Brunetti, Ivan. Yale University Press. 2011 (classic)

Drawing Words and Writing Pictures: Making Comics: Manga, Graphic Novels, and Beyond.

Abel, Jessica and Madden, Matt. First Second. 2008 (classic)

Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels. McCloud, Scott.

William Morrow Paperbacks. 2006 (classic)

Understanding Comics: The Invisible Art. McCloud, Scott. William Morrow Paperbacks. 1994 (classic)