

VCIL-2341: ILLUSTRATION FOR STORY

Cuyahoga Community College

Viewing: VCIL-2341 : Illustration for Story

Board of Trustees:

February 2019

Academic Term:

Fall 2020

Subject Code

VCIL - VC-Illustration

Course Number:

2341

Title:

Illustration for Story

Catalog Description:

Technical and aesthetic fundamentals of sequential illustration and visual narrative. Use of industry standard software to design, develop, publish and present illustration for narrative application. Introduces basic strategies of illustration for concept art, comics, books, graphic novels, games, storyboards, and other work driven by narrative, story or sequential imagery.

Credit Hour(s):

3

Lecture Hour(s):

1

Lab Hour(s):

4

Requisites

Prerequisite and Corequisite

VCIL-1142 Illustration I, or ART-1050 Drawing 1, or departmental approval.

Outcomes

Course Outcome(s):

A. Explore the elements of story as they relate to sequential illustration.

Objective(s):

1. Use setting, plot, conflict and character in sequential illustration to tell a story.
2. Experiment with time, pace and composition to deliver story concept.

Course Outcome(s):

Demonstrate the use of the elements and principles of illustration in creating sequential and narrative illustrations.

Objective(s):

1. Develop paneling to present story.
2. Design lettering consistent with illustration to promote story and concept.
3. Create publication of illustration sequence that targets appropriate markets.

Course Outcome(s):

Publish and present work in a project portfolio or publication.

Objective(s):

1. Design printed publication as a multi-page document.
 2. Develop digital publication.
 3. Experiment with interactive presentation.
 4. Create online publications using PDFs, web pages, blogs and social media.
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Methods of Evaluation:

1. Written assignments
2. Laboratory exercises
3. Case studies
4. Projects
5. Presentations
6. Portfolio
7. Publication

Course Content Outline:

1. Introduction of illustration for story, sequence and narrative
 - a. Identify historic and current trends in illustration for story, sequence and narrative
 - i. Editorial
 - ii. Entertainment
 - iii. Instructional
 - iv. Narrative formats
 - v. Books
 - vi. Strips
 - vii. Graphic novels
 - viii. Web and social media publications
 - b. Explore formal and aesthetic elements of illustration for story, sequence and narrative
2. Story and narrative
 - a. Setting
 - i. Time
 - ii. Place
 - iii. Environment
 - iv. Conditions
 - v. Atmosphere
 - b. Plot
 - i. The 3-act story arc
 - ii. Introduction
 - iii. Rising action
 - iv. Climax
 - v. Falling action
 - vi. Conclusion or resolution
 - c. Conflict
 - i. External
 - ii. Internal
 - iii. Type of conflict
 - d. Character
 - e. Point of view
3. Designing the visual elements
 - a. Individual panel
 - b. Panel sequence
 - c. Panel layout
 - d. Pages
 - e. Type
 - i. Lettering
 - ii. Captions
 - iii. Word balloons
 - iv. Dialogue

- f. Effects
 - i. Sound effects
 - ii. Action and motion
 - iii. Background
 - iv. Foreground
 - v. Color
- 4. Develop a project plan
 - a. Identify project goals, audience and technical requirements to publish, present or broadcast work
 - b. Research successful examples of contemporary illustrations
 - c. Plan project according to project needs, resources and budget
 - d. Illustrate concept art and preproduction using analogue and digital tools
- 5. Deploy the project
 - a. Apply illustration to various including print and digital media
 - b. Package or publish work to technical specification appropriate for delivery or broadcast method
 - c. Building for different platforms, media, format and output
 - d. Deploy to Web and other media distribution channels for presentation

Resources

Zeegen, Lawrence. *Secrets of Digital Illustration: A Master Class In Commercial Image-making*. Miles, Switzerland: RotoVision, 2007.

Williams, Freddie. *DC Comics Guide to Digitally Drawing Comics*. New York: Watson-Guption, 2009.

Zeegan, Lawrence. *Fundamentals of Illustration: How to Generate Ideas, Interpret Briefs, and Promote Oneself, Practicality, Philosophy, and Professionalism Explored in Both Digital Analogue World of Illustration*. Lausanne, Switzerland: AVA Publishing, 2006.

Eisner, Wil. *Graphic Storytelling and Visual Narrative*. W. W. Norton & Company, 2008.

Bendis, Brian Michael. *Words for Pictures: The Art and Business of Writing Comics and Graphic Novels*. Watson-Guption, 2014.

Kneece, Mark. *The Art of Comic Book Writing: The Definitive Guide to Outlining, Scripting, and Pitching Your Sequential Art Stories*. Watson-Guption, 2015.

McKee, Robert. *The Art of Verbal Action for Page, Stage, and Screen*. Twelve Publishing, 2016.

Resources Other

Web Sites

1. <http://drawn.ca/>
2. <http://illustrationfriday.com/>
3. <http://conceptart.org/>

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