

## ILLUSTRATION (FOR THE NARRATIVE FROM)

Art 3223

Instructor: Dan May

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Class Time MWF 9:00 PM

Lab Hours: 8:00 AM-7 PM

### Title: Graphic Novel (total points-250)

To learn to *use the tools, practice the skills and define the process of illustrating in a variety of styles* for the Graphic Novel (and other forms) that will be translatable to other areas of draftsmanship and artistic endeavor such as animation, advertising art, editorial art and fine art.

### Goals:

**1. Problem solving:** Develop students' evaluative and problem solving skills to develop a style which is individualistic in nature by setting up design problems that the student will find pertinent to defining their future 'practice.'

**2. Communication:** Enable students to effectively communicate primarily through visual form, but also by verbally, both oral and written form, defining their analytical and procedural visual arts skills as it relates to illustration in the Graphic Novel. This goal is necessary so that students may critically and purposefully determine the pathways that they may discover are most in tune to their own process and thereby improve their skills.

**3. Practical and theoretical knowledge:** Provide students with a solid foundation in the visual arts in terms of layout, composition and production of their illustration work so that it heightens their awareness of the practical and theoretical skills necessary to compete in the **professional** art environment.

**4. Historical Relevance:** Each class will have some information in relation to the Masters and how they worked. Students will receive information designed to give them inspiration and guidance by Master Practitioners.

### Appointments:

All appointments must be scheduled in advance.

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### Grading Scale:

A=(93-100)

B=(92-86)

C=(85-74)

D=(73-65)

F=65 and below

**Grading procedure for work:** Each assignment has a set of parameters that will be outlined by a brief whether in class or in downloadable form in the web is the discretion of the faculty.

Generally speaking, when minimum requirements of that brief are met, you receive a "C" grade. Your overall grade moves up or down from there based on by an evaluation of your proficiency in the medium, style of work, originality in concept, compositional efficacy, color compatibility, textural surface, sensitivity of line, and all the other elements of design.

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### Deliverables

#### 1. Cover (50 points)

- Title in an original proprietary lettering style
- Publisher : Created not copied from Marvel or some other organization
- Publisher logo: Must be iconic (not just type based)
- Date
- Edition

#### 2. Layout (Digital format) (50 points)

- Six spreads/plus cover and back
- must be PDF ready for print
- 300 dpi
- Must be full color (or grayscale washes which are monochromatic)
- Classic comic book lettering style (consistent)

#### 3. Production Values (50 points)

- pages must lay flat..... (10 points)
- be perfect bound.....(10 points)
- edges must be clean
- sharp cuts
- no glue showing through the paper (paper quality must be high)

**Deliverables (continued)**

**4. Examples of figure drawing skill (50 points)**

- a) foreshortening
- b) hands and face (exactitude)
- c) variation in position
- d) composition in each cell
- e) narrative

**5. Art (50 points)**

**These intangibles can be identified as abstract in nature but could =your canon.**

**Canon (50 points)**

- a) Page layout
- b) Typographic cleanliness and consistency
- c) color
- d) composition
- e) line