Crafting the Visual Narrative

Tell Your Story—Create a Graphic Novel Memoir

Create a Comic—Be the Superhero of Your Own Story

Samplings of the outstanding texts:

- The Art of the GRAPHIC MEMOIR
  - Tell Your Story, Change Your Life
  - Tom Hart
  - New York Times #1 bestselling author of Roadie Lightning

- Making Comics
  - Storytelling secrets of comics, manga, and graphic novels
  - Scott McCloud
  - With more than 30 exercises and examples to guide you

Learn:
- Design elements for visual narrative
- Storytelling
- Narration and dialogue
- Illustration and sketching
- Character Development
- Story Arc

While previous drawing experience is helpful, it is not required.
Crafting the Visual Narrative

Spring 2019, Friday mornings

Course Overview:
This is an introductory course in visual narratives. Students will read, analyze, and craft visual narratives. The forms of visual narratives used for this class are comic books and graphic novels.

Course Objectives:
1. Explore visual narratives
   a. Learn what a visual narrative is
   b. Learn the different design elements
   c. Analyze different forms
2. Craft creative work of memoir
   a. Create a comic strip, or
   b. Create a graphic novel excerpt

Course Format:
Classes will include readings, lectures, and exercises. Some activities may involve group discussion and feedback in a workshop-like environment. Each class will build upon the last in terms of readings and assignments designed to carry the student toward a culminating project at the end of the semester. There may be some reading assignments for outside of class, but time will be given during class to work toward the final project.

Course Policies:
We ask that all students are respectful of their classmates and foster a positive, safe learning space. Active participation will ensure that you get the most out of your time in the classroom. Please come prepared to each class having done the assigned reading or assignments to your best ability.

Schedule:
Please note that the following schedule is a rough outline, and it may shift depending on how the class flows. Any schedule changes will be announced in class.

<table>
<thead>
<tr>
<th>Week &amp; Date</th>
<th>Topic</th>
<th>Assignments Due</th>
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<tbody>
<tr>
<td>1: January 18</td>
<td>Storytelling &amp; Visual Narrative In-class reading</td>
<td>Eisner, Graphic Storytelling and Visual Narratives, Chap 5, and p 140-143</td>
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<td>2: January 25</td>
<td>Memoir and Graphic Novel In-class reading and activity</td>
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<tr>
<td>Date</td>
<td>Event Description</td>
<td>Reading Material</td>
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<td>4: February 8</td>
<td>Elements of Multimodal Ensembles Discussion and in-class reading</td>
<td>Read: Serafini p 59-62 Read “Create Your Memoir as a Graphic Novel,” Memoir Your Way, p 87-95</td>
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<td>5: February 15</td>
<td>Elements of Visual Grammar Discussion and in-class reading</td>
<td>Read: Serafini p 62-67</td>
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<td>7: March 1</td>
<td>Word/Picture Combinations Discussion and in-class activity</td>
<td>Read: McCloud “The Power of Words,” Making Comics, p 128-153</td>
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<td>8: March 8</td>
<td>Spring Break – No Class</td>
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<tr>
<td>9: March 15</td>
<td>Character Design Discussion and in-class activity</td>
<td>Read: McCloud “Stories for Humans,” Making Comics, p 58-121</td>
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<tr>
<td>10: March 22</td>
<td>Voice Discussion and in-class activity</td>
<td>Read: March, Book One, p 5-121</td>
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<td>11: March 30</td>
<td>Creative Project: Graphic Novel/Comic – Frames 1-4</td>
<td>Read March, Book Two, p 5-92</td>
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<td>12: April 5</td>
<td>Creative Project: Graphic Novel/Comic – Frames 5-8</td>
<td>Read March, Book Two, p 93-179</td>
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<tr>
<td>13: April 12</td>
<td>Creative Project: Graphic Novel/Comic – Frames 9-12</td>
<td>Read March, Book Three, p 5-87</td>
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<tr>
<td>14: April 19</td>
<td>Creative Project: Graphic Novel/Comic – Frames 13-16</td>
<td>Read March, Book Three, p 88-170</td>
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<td>15: April 26</td>
<td>Last day of class – Share Completed Project: 16 Frame Graphic Novel/Comic</td>
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<tr>
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<td>Read <em>March, Book Three</em>, p 171-246</td>
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