New York City
College of Technology
The City University of New York
Department of Communication Design

COMD 3513 | SPRING 2021
Narrative Illustration
Thursdays 6:00PM–9:20PM
HYBRID P125 & ZOOM
Section HE75 | 3 credits, 4 hours

Professor Sara Gómez Woolley

SJWoolley@citytech.cuny.edu

Class Site:

https://openlab.citytech.cuny.edu/

comd3513-sp22

Office Hours:

Thurs 3:00pm-5:00pm via Zoom

Supplies (required)
• SKETCHBOOK - You must fill at least
four pages a week.
• Bristol (Strathmore 300 series pad)
• Pencils, Erasers, Sharpeners
• India Ink (Speedball or Dr. Martin's)
• Brush pen (Pentel Pocket Brush)
• Drawing pens .005- .05 (Microns)
• No 1 Brush (Windsor Newton Series 7)
• India Ink (Speedball or Dr. Martin's)
• White out/Correction Fluid
• Tracing Paper
• Cloud Storage
• Artist's Tape
Never come to class without your tools.

Required Text:
Understanding Comics: The Invisible
Art, by Scott McCloud
NYPL CARD RECOMMENDED

Recommended Text:
Drawing Comics by Robin Chapman
Making Comics, Lynda Barry
ANYTHING by Berne Hogarth
ANYTHING by Andrew Loomis

Required Software:
Adobe CS
(discussed) Clip Studio Pro
(discussed) Procreate

Hardware:
Mac or PC
Scanner
Drawing Tablets and Tablet Monitors
(Wacom, Huion, iPad Pro)

Course Overview: Words & Pictures

In this course students learn strategies for creating finished, professional-quality sequential illustrations combining words and pictures based on topical themes, autobiographical stories, and self-guided narratives. Topics and strategies include: storytelling focusing on single-panel, multi-panel, and multiple-page sequential illustrated stories. Projects will be completed using an array of digital and traditional media. This class will focus on sequential art: sequential art can be comic books, graphic novels, children's books, comic strips, and more. Topics and strategies include: storytelling focusing on single-panel, multi-panel, and multiple-page sequential illustrated stories. Projects will be completed using an array of digital and traditional media.

3 Credits, 4 Hours

In-Person Meeting Dates

This class meets in-person on the following Thursdays: Feb. 10, Feb 17, Feb 24, March 3, March 10, March 31, April 7, April 14, April 28, May 5, May 12.

Attendance Policy

Attendance is taken and is important to success in this class. Both absences and arrival more than 15 minutes after the start of class will be marked. If excessive, the instructor will alert the student that he or she may be in danger of not meeting the course objectives and participation expectations, which could lead to a lower grade.

Academic Integrity

Students and all others who work with information, ideas, texts, images, music, inventions, and other intellectual property owe their audience and sources accuracy and honesty in using, crediting, and citing sources. As a community of intellectual and professional workers, the College recognizes its responsibility for providing instruction in information literacy and academic integrity, offering models of good practice, and responding vigilantly and appropriately to infractions of academic integrity. Accordingly, academic dishonesty is prohibited in The City University of New York and at New York City College of Technology and is punishable by penalties, including failing grades, suspension, and expulsion.

In-Class Structure Timeline

• Share homework
• Discuss news or interesting "show and tell" tidbits
• Critique
• Warm Up Activities
• Lecture, in-class lesson, or demo
• Give new assignment & homework (work in-class if time permits)
• Meet with students individually or in groups to review work and offer feedback

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Grading System

• In-Class Productivity & Participation 20%
• Individual assignments 70%
• Sketchbook 10%
• Projects given as Homework Assignments are due at the beginning of class and must be handed in, placed on the server, or placed in a Flash Drive to be reviewed; otherwise it is consider late.
• ANY MISSED ASSIGNMENTS WILL EARN A ZERO. Assignments received after the deadline will drop a grade at the end of the class. After that time period, any late assignment will earn a zero.*

*Make-ups:
If a student finds they will not be able to present or submit a project on the scheduled day, it is their responsibility to notify the instructor PRIOR to the due date and request alternate arrangements. Points will be deducted for late assignments and missed critiques.

Lab Time

You are expected to work on projects, tests and assignments for at least eight hours a week outside of class. You will find that these assignments will take a lot more than than for them to be successful.

Critiques

Each student will present his/her work for critique using appropriate design vocabulary. Each student will anaylse and evluate the work of others using appropriate design vocabulary and with the purpose of betterment.

Communication

Communication is at the heart of everything you do as a creative professional. Whether you go on to become a designer, illustrator, art director, game designer, or any one of the numerous careers that the ADGA department is preparing you for, your number one goal is to communicate, and to do it visually. To be able to communicate visually you also need to be able to communicate verbally. One of the most important and overlooked skills in our industry is to be able to express yourself clearly so that other people understand what your are saying.
 With that in mind you should always try to express yourself as clearly as possible in all of your classes. Think about what it is that you are trying to communicate, and whether that is understood. Within this class you are expected to communicate with your classmates and with your professor. If you are going to miss a class it is your responsibility to let the professor know. If you are sick and miss a class when an assignment is due you will get a zero unless you contact your professor. If you have a question or are confused about something COMMUNICATE! Ask a question, send an email. Ignorance is not an excuse.

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Projected Schedule*

Feb 03 | Week 1

Introduction: review academic policies, go over syllabus, introduction to course topics.

LECTURE: What is Narrative Illustration? What is Sequential Art? What is a Comic?
Disscussion: Genres and Styles: Comics, Graphic Novels, Manga, Zines, Web Comics / IG COMICS
LECTURE: TIME as it relates to comics.
ACTIVITY: DRAWING TIME - J. Abel
ACTIVITY: DRAWING ACTIONS WITH A PANEL - J. Abel
DISCUSSION: What are some of the ways words and images interact in comics?
How might the meaning of a drawing change when combined with different words?
CARTOON CAPTION CONTEST
LECTURE: The 1 Panel COMIC
Homework 1: 1 Panel Cartoon. Due Week 2. KEEP IT SIMPLE
READ: Chapters 1 & 2 Understanding Comics

Feb 10 | Week 2
Bring finished Homework 1 (HW1) for critique.

LECTURE: Traditional Comics Work Flow Penciling /Inking / Scanning / Coloring / Lettering
DEMO: Penciling Techniques
LECTURE: The Comic Strip: Multi-Panel Storytelling

ACTIVITY PLAYING WITH TIME USING PANELS
ACTIVITY The Wrong Planet - J. Abel
CRITIQUE GUIDE: Clarity, Story structure, Reading Order, Rhythm, Writing, Craft
Homework 2: Comic Strip (4-panel). Due Week 4. (IG Comic or "Sunday Funny" both accepted)
READ: Chapters 3 & 4 Understanding Comics

Feb 17 | Week 3

Critique of finished HW2 Penciled Sketches.

LECTURE: Drawing techniques: Digital vs Traditional.
LECTURE: All about INK
DEMO & ACTIVITY: Inking techniques: hands-on working with ink to build up texture, light, and volume.
GUEST ARTIST VISIT Kenny Wong
Homework 2: Comic Strip (4-panel). Due Week 4.
READ: Chapter 5 Understanding Comics

Feb 24 | Week 4
Critique of finished HW2.
DEMO: Scanning & Clean Up
ACTIVITY 5 Card Nancy "Practice Closure" - J. Abel / Scott McCloud

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LECTURE: How to Read Comics
ACTIVITY Two Truths and A Lie
LECTURE: AutoBio & Memoir Comics
Homework 3: Autobiographical Comic (1-page). Due Week 7.
READ: Chapter 5 Understanding Comics
READ: What is a Graphic Novel by Jessica Abel

Mar 3 | Week 5
Critique of Homework 3 work in progress.
LECTURE: POV, using Camera Angles and Shots to enhance the drama of your story.
Dissussion: Wally Wood's 22 panels (that always work!)
GUEST ARTIST VISIT N. Steven Harris
Homework 3: Autobiographical Story (Due Week 7)
READ: Choose 1 Graphic Novel from the AutoBio List to Examine. (Midterm Assignment Due Week 8)
*extra credit alert! * : Draw this in your style: Wally Wood's 22 panels

Mar 10 | Week 6
Critique of progress on HW3.
LECTURE: The Frozen Moment
ACTIVITY: CLUE!
Dissussion: Genres and Styles: Comics, Graphic Novels, Manga, Zines, Web Comics / IG COMICS
Homework 3: Finish AutoBio Story
READ: Choose 1 Graphic Novel from the AutoBio List to Examine. (Midterm Assignment Due Week 8)

Mar 17 | Week 7

Critique of finished HW3 Autobiographical Story
Midterm Assignment Presentations: Choose 1 Graphic Novel from the AutoBio List to Examine
LECTURE: The 5 W's of Storytelling: Who, What, When Where, and Why?
LECTURE: Storytelling, Scripting, and Narrative Arcs
Homework 4: Mini Comic 4-8 pages. (Due Week 8.) Part 1 : The Script
READ: Chapter 6 Understanding Comics

Mar 24 | Week 8
Critique of Progress on HW4 Mini Comic
LECTURE: Storytelling and Character Development.
ACTIVITY 5 Card Nancy - J. Abel / Scott McCloud
ACTIVITY Animal, Occupation, Emotion
READ: Chapter 7 Understanding Comics

Mar 31 | Week 9
Critique of progress on HW4 Mini Comic
LECTURE: Mini Comic Formats
DEMO: DUMMY BOOKS
ACTIVITY: Collaborative Mini Comic
Choose a format and make a dummy for your mini comic
READ: * Pick a Book from MOCCA to REVIEW! see next page*

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April 2-3, 2022 MoCCA Arts Festival
extra credit alert! MoCCA Arts Festival Exhinitor Spotlight & Book Review!

Apr 07 | Week 10
LECTURE: Web Comics
GUEST SPEAKER Rowan MacColl
Work on finalizing mini comic

Apr 14 | Week 11
Critique of Mini Comics. Comics Swap!
DEMO: What Makes a Great Cover?
Homework : Cover Design

READ: Chapter 8 Understanding Comics

Apr 21 | NO CLASS - SPRING BREAK

Apr 28 | Week 12
LECTURE: Color; digital and traditional
DEMO: Digital Coloring
Homework : Continue work on Cover
READ: Chapter 9 Understanding Comics

May 5 | Week 13
GUEST SPEAKER Wilna Michel & Sara Gómez Woolley
Homework : Continue work on Cover

May 12 | Week 14
Printing & Publishing - where and how to do it.
GUEST SPEAKER from Lawyers for the Arts
Homework : Continue work on Cover

May 19 | Week 15
Final Project & Peer Critique

PROJECT LIST
        1. 1 Panel Cartoon | 10%
        2. Comic Strip (3/4-panel) | 20%
        3. 1 page Comic (Autobiographical Story) | 20%
        4. 8 Page mini comic | 30%
        5. Cover Design | 10%

ASSIGNMENT LIST
        1. Autobio Story Reading & Analysis | 10%
        2. MOCCAfest 2022 Exhibitor Spotlight | *extra credit*

*This is a flexible schedule and is subject to change.