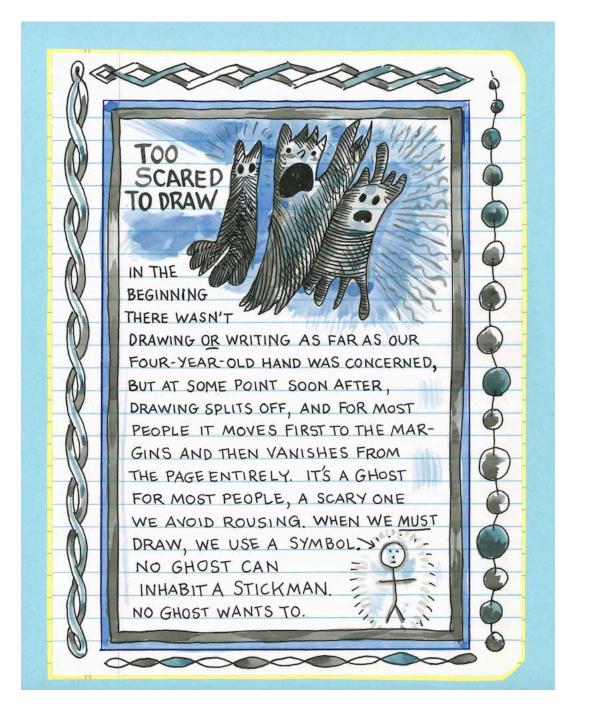
Visual Research for Non-Fiction Comics

Biography and Memoir in the Graphic Novel Format



- Lynda Barry, Making Comics

What's your why?

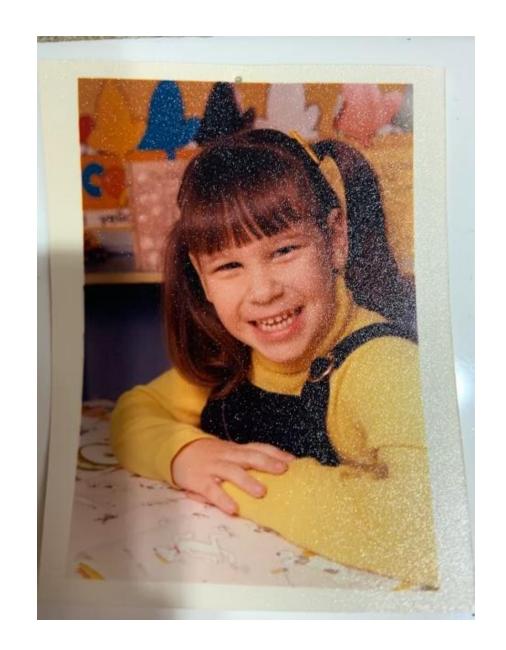
- What interests you most about Visual Memoir and Biography?
- What is your relationship to the medium?
- Is your desire to tell stories about real people connected to your life's purpose? If so how?

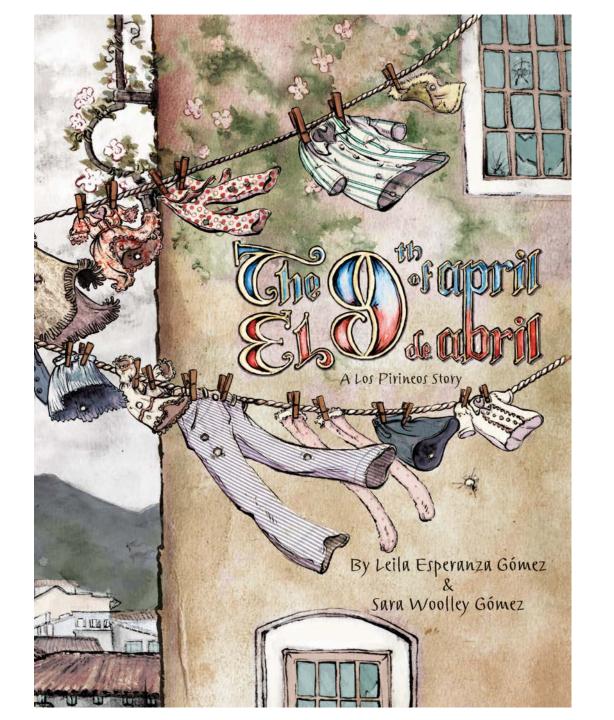


Sara Gómez Woolley

AUTORA

ILUSTRADORA



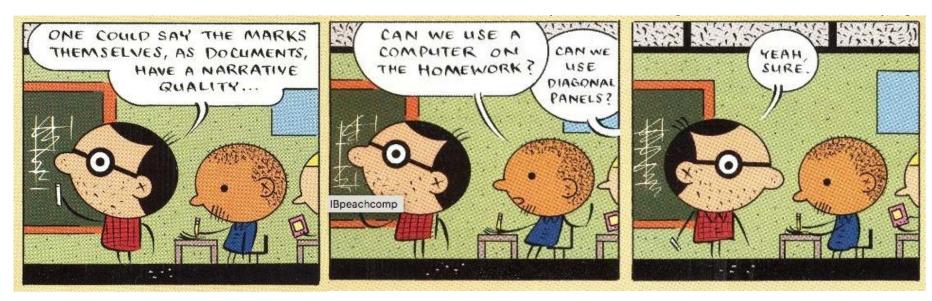




Philosophy:

Everyone has a meaningful story to tell. Whether you went to art school or haven't picked up a pencil since kindergarten, there's no difference. We all have access to a creative visual voice. This course aims to help each student find and develop their unique "visual voice" and to help them express their personal narratives in comic format.

Comics are language. Every language can be learned. Comics have a distinct grammar set made up of language parts composed of BOTH words and images. (Realistic drawing is NOT one of the requirements of this language.)



Ivan Brunetti – excerpt from Mr. Peach, a strip about teaching from The New Yorker

OVERALL COURSE STRUCTURE

- Reading VS. Making
- Reading List
- Craft and Community!
- Critique and Discussion: Class Discord
- In-Class Activities (Like the one we just did!)
- Research and Creative Practice

WE CRITIQUE: EFFORT, TIME, CARE, GROWTH, STORY, CRAFT, & CLARITY

Grading System

- Final Project 30%
- Visual Project Archive 30%

PROJECT

Over the semester students will work on a well-developed project pitch for a Memoir, Biography, or Auto Bio comics / other illustrated narrative project. They will create the archive of research necessary to fully realize the project, as well as create the following deliverables:

DELIVERABLES (Individual components of the final project)

1. PITCH 5. SETTINGS

2. SYNOPSIS 6. BACK MATTER

3. OUTLINE 7. MAP, INFOGRAPHIC, OR CROSSSECTION

4. CHARACTERS

8. SAMPLE SCRIPT & SEQUENTIAL ART FOR FOR 2-4 PAGES

• Community 20%

This class is planned to function as a creative crucible! To do so we need to build an active community to share ideas, critique work, and support. There are multiple channels to participate in building our class culture factored into the overall grading system.

In this course, you are expected to help grow and care for our creative community. Here are some ideas of different ways to contribute:

- Participate in our DISCORD (required)
- Moderate our DISCORD
- Facilitate Discussions
- Solicit feedback on your work in process (Discord and in class)
- Critique each other's work in process (Discord and in class)
- Knowledge Share! We all come from a range of diverse experiences and spaces of expertise. PLEASE volunteer to share your knowledge!

Sketchbook 20%

Your sketchbook is the space where you observe, ideate, experiment, draft, and develop. The best research a graphic novelist can possibly do is from observation, and the sketchbook is the critical tool for that visual research.











