

Storyboard, Concept and Sequential Artwork COURSE OUTLINE

WEEK 1: INTRODUCTION TO SEQUENTIAL ART AND STORYBOARDING- TELLING A STORY THROUGH PICTURES

PART I

Lecture:

- Syllabus and Overview of the class
- What is Sequential Art
- Different ways to tell a story
- Intro to sequential art exercise

In Class: Oval and Rectangle Exercise

First, we will go over a few basic principles of telling a story through pictures. When designing a piece of sequential art, there are two words that must be understood; composition and staging.

Create 4 examples using these design elements to tell 4 different stories.

HW: Get supplies; bring sketchbook, pencils and eraser to next class

PART II

Introduction to Model Sheet project

HW: Bring in 2-3 clear photos of yourself

WEEK 2: INTRO TO CHARACTER DESIGN/ THE MODEL SHEET

PART I

Lecture:

- Character Design and Sequential Art
- Line of Action
- Squash and Stretch
- Primitive shapes
- Gesture
- Model Sheets

In Class: Create gesture poses exhibiting various behaviors, feelings, and personalities using the “line of action.” Show various feelings and personalities using facial expression and “squash & stretch.”

PART II

LECTURE:

- 3 Shapes with Personalities
- Inking with Nibs, Brushes, and pens

In Class: Begin Concepting a character design based on yourself. Then create a model sheet with 5 facial expressions & 3 body poses

HW: Have Model Sheets completed for next class; Inked

WEEK 3: COMIC STRIP OF AN ODD PAST EVENT

PART I- *MODEL SHEETS DUE*

Critique Model Sheets

LECTURE:

- Comic Strip vs Graphic Novel
- Camera Angles
- Thumbnails
- Intro to lettering and sound effects
- Timing
- Coloring and Inking

In Class: Think of a funny or odd past event that occurred in your life. Summarize it and begin sequencing the story using thumbnails

HW: Finalize thumbnails of the story, concept designs for the environment and characters

PART II

In Class: Critique thumbnails and concept sketches

- Begin creating the final drawing
- Final drawing transferred onto Bristol or watercolor paper

HW: Finish transferring final drawing onto final paper

WEEK 4: ADDING COLOR AND MOOD TO YOUR STORY

PART I

LECTURE:

- Brief color theory lesson, how to create mood with color, how to mix colors with paint or digital paint
- Monochromatic & stylized Color Schemes

In Class: Decide on a color palette and apply to final draft of comic strip

PART II

In class: Complete comic strip

HW: Have Comic Strip ready to present to next class

WEEK 5: STORYBOARD A MUSIC VIDEO

PART I *COMIC DUE*

Critique Comics to Class

LECTURE:

- What storyboards need to define- Camera Angles, Color Platte, Mood, what characters in which scenes, close ups, zoom outs, fade outs.
- What are storyboards used for?

In Class: Decide on a song that you would like to create a storyboard for

HW: Bring Lyrics of song of your choice to class

PART II

In Class: Begin thumbnails of panels for music video

HW: Finalize thumbnails of the panels

WEEK 6: HAVE SKETCHED OUT STORYBOARD COMPLETED, PRESENT TO THE CLASS

PART I

Critique thumbnails/ trouble shoot issues

LECTURE: Samples of music video storyboards

In Class: Work on final drawing for storyboard

PART II

In Class: Complete Final Drawing/ Transfer onto watercolor paper

HW: Finish completing and transferring final storyboard onto watercolor paper for next class. Bring coloring mediums and ink to class

WEEK 7: PRESENT COMPLETED COLORED IN STORYBOARD TO THE CLASS WITH THE SONG

PART I

LECTURE:

- Creating texture & form with crosshatching
- Watercolor demonstration
- Traditional mediums vs. digital mediums

HW: Complete Music Video Storyboard/ Bring in music and be ready to present next class

PART II- *MUSIC VIDEO STORYBOARD DUE*

Present Music Video Storyboard

WEEK 8: SHORT STORY PRODUCTION INTRO TO CONCEPT ART

PART I

LECTURE:

- Pick a scene in a short story and bring it life in a visual narrative in either graphic novel or comic form.
- Intro to designing animal characters

In Class: Neil Gaiman's "A Calendar of Tales," or "Aesop's Fables."

-Choose a scene to illustrate into sequential art

PART II

In Class: Identify the characters, design concept sketches for each. Design concept art for the scene and environment

HW: Complete Concept sketches of characters, environments, and costumes

WEEK 9: THE PANELS AS PART OF VISUAL LANGUAGE

PART I

LECTURE:

- Brief lesson on panels, layout
- Using the panel to tell the story
- Timing

In Class: Work on layout and completing final drawing

HW: Complete Final Drawing

PART II

In Class: Transfer final drawing onto paper, being inking & adding color

HW: Complete Short Story Production/be ready to present to class

WEEK 10: INTRO TO FINAL PROJECT-VS STORY

PART I *SHORT STORY PRODUCTION DUE*

Short Story Production Presentations

LECTURE: Introduction to Final Project

- It is now time to create your own piece of sequential art. Create a short story or video game idea that you can transform into a comic, graphic novel, or storyboard.
- Tips on forming a captivating story
- Character development in story writing
- Begin rough draft of written short story

HW: Complete written summary of your VS. Story. Bring in hard copy of story and references.

PART II

In Class: Critiques and advisement on both visual and written elements of the project. Gather reference material for project. Photos needed may be taken in class with fellow classmates.

HW: Complete written VS. story and stylized Concept sketches; be ready to present ideas and sketches next class

WEEK 11: FINALIZING THE STORY/ SHOT LIST

PART I

Critique of concept sketches and project direction

LECTURE: The Shot List and timeline in storytelling

In Class: Begin finalizing your story. Identify your characters and begin creating a model sheet for at least 2 of the main characters. Create a shot list.

PART II-*Shot list* due

In Class: Finish Model Sheets of your two vs. characters

WEEK 12: CREATING THE DUMMIE SHEET

PART I

Critiques of model sheets

Lecture: The Dummie Sheet

In Class: Thumbnail your story, begin the Dummie Sheet for your pages (or panels)

HW: Complete Dummie Sheets

PART II

In Class: Begin the final drawing, be sure to follow the sequence of events on the shot list.

HW: Complete Final Drawing, be ready to transfer drawing onto watercolor paper

WEEK 13 & 14 ARE STUDIO TIME TO COMPLETE THE VS. PROJECT

WEEK 14: LAST WEEK OF CLASS, PROJECT SHOULD BE IN FINAL STAGES

Vs. Story Projects must be in final stages, last chance for advisement on the project. Students who have completed the project may present it to the class or wait until next week.

WEEK 15: FINAL WEEK *VS. STORY PROJECT DUE*

Both days of this week are for the Vs. Story Project. Last chance to hand in late or incomplete work for a grade.