



Comics

Overview:

This is a course which covers the history, conception, creation and drawing of comics. Students are introduced to the medium by means of lectures which cover the history of comics, analyses of critical examples et cetera, and from there taken through the entire creative process of creating their own individual character, story, and ultimately a full length comic.

Course outline:

4 modules:

1. Introducing comics
2. Characterisation and narrative
3. Practical application of visual narrative
4. How to make your own graphic novel

Description of each course (module) theme:

Module 1: Introducing comics

- To sensitise the learner as far as the discipline and history of sequential art is concerned
- To familiarise the learner with what has been done in the medium
- To familiarise the learner with what is possible in the medium
- To create a 3 page, black and white A3 comic
- To get familiar with textures, contrast, emphasis on inking and on vibrant mark making
- Exercises in pencilling and inking techniques
- Establishing an emphasis on experimentation in exploring the medium more than a slick established approach
- To find a visual vehicle for each individual to express themselves and to communicate with the visual narrative
- A demonstration will be held in class on how to stretch paper
- A demonstration will be held in guache resist
- The importance of the sketchbook as instrument in the continuous process of developing visual language
- The planning stages of projects must be done in a sketchbook

Module 2: Characterisation

- To teach the ability to transform ideas into a visual medium
- To provide an understanding of storytelling using pacing, rhythm, panel structure, and closure
- To create a strong easily identifiable character that will be able to support the narrative
- The importance of myth, folklore et cetera will be covered
- Practical: Individual feedback on characterisation and storyboarding
- The introduction and application of metaphor, symbol, icon, onomatopoeia, text and speech balloons, storyboarding
- The understanding of plotting and storytelling techniques

Module 3: Practical application of visual narrative

- Introduction to colour
- Combine image and hand-type successfully
- Practical application of visual narrative
- The use of thumbnails in the visualisation of the narrative
- The exploration of visual ideas in a lateral and not literal way
- To find a visual style suited to the learner's individual needs
- Exercises in emulation of different established drawing styles
- Colouring in Photoshop tutorials

Module 4: How to make your own graphic novel

- Construct a comprehensive and innovative story as an exercise in narrative
- The possible adaption of a existing story
- Genres to explore: Science fiction, horror, detective, crime, adventure, juvenile, literature, comedy
- Display lateral ability in telling a simple and surprising story visually
- Understand page and double page layout when the narrative graphic is presented for print
- Display conceptual ability in marketing the product
- Display stylistic and formal control in both the aesthetic and functional appearance of the work
- Produce a 4 page full colour comic book or a 7 page black and white comic book
- A final digitally printed volume comprising the best work done by students during the 4 modules.

Duration:

4 Modules = 1 year

Time allocated for each course theme (module): 16 hours = 64 hours per year

Courses can be done at the learner's own pace (For instance a learner can complete the Beginners course, skip one module and then do the Intermediate course, but a learner cannot be admitted to the Intermediate course without doing the Beginners course.

Who should attend:

- Learners need to have passed Grade 10.
- Mark Kannemeyer and Hougaard Winterbach will do specific interviews with the candidates to assess their competency
- The final decision to allow or reject applicants lies with the facilitators only
- Learners need to present a portfolio (during the interview) that shows promise of work that communicates visually

Level: Beginners, Intermediate, Advanced 1, Advanced 2

Admission requirements:

Pass module 1 to be enrolled for module 2 etc

Materials:

Fineliner, dipping pen, round brushes (from 00-2 in size), technical pens (please don't get permanent markers), waterproof ink like Speedball, Rotring, Pelican (please avoid Windsor and Newton ink), soft pencils: B2 (not harder than HB) for planning sketches, white Pelican Plaka paint for corrections, Pelican Plaka or markers for colouring (essential colours: 36-Turquoise Blue, 23-Signal Red, 11-Yellow, White), Canson or Schoellershammer 200 gsm paper, tracing paper, Dakuza Matt 200-240 gsm, size A3 paper, or as specified, 1 Stretching board, Masonite - 5mm size A3 or any raw wood, superwood et cetera. general equipment: container for water, white plastic palette, paper glue, scissors, drawing ruler with bevel, paper towel, soap, eraser, NT Cutter, gum paper tape (class can share 2 or 3 rolls), white palette, sketchbooks or sketchpads.

Lecturer and HOD: Hougaard Winterbach; Mark Kannemeyer (HOD)

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