

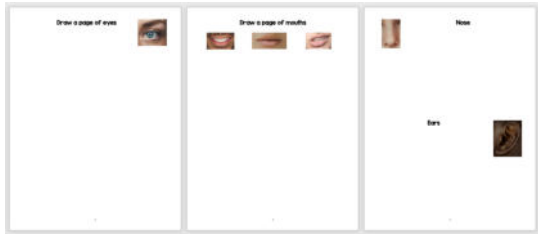

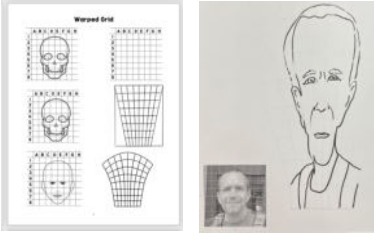
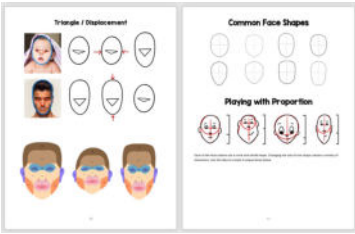

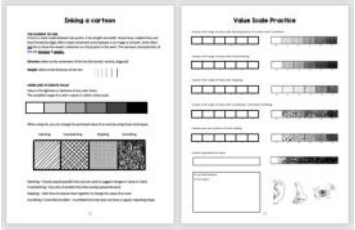
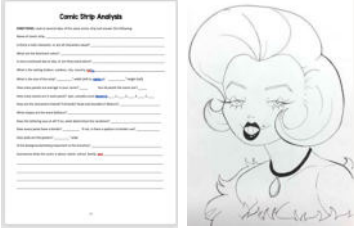



Cartooning Syllabus



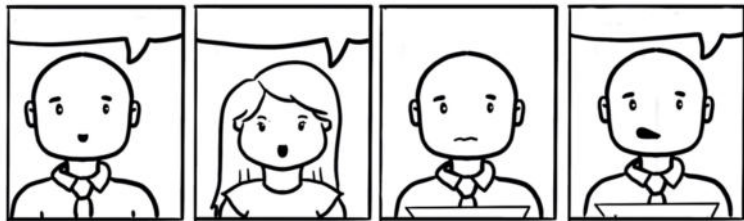

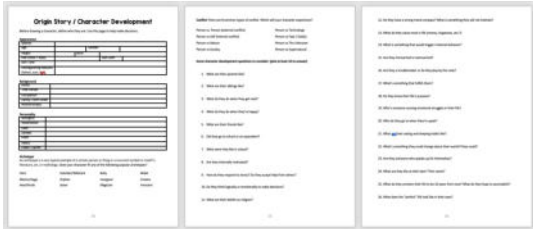


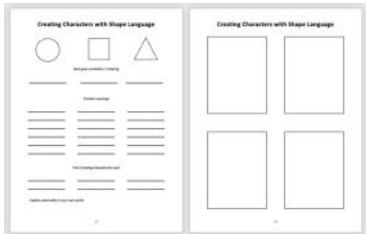
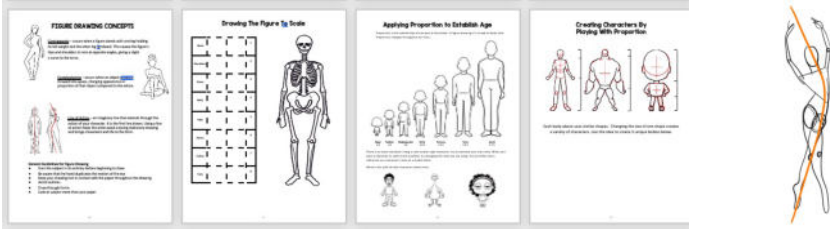
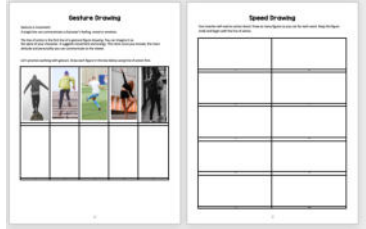
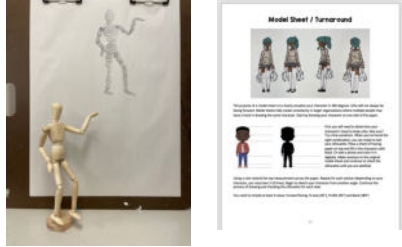

AGENDA	PAGE	
1 Intro / Welcome Ice Breakers Attendance / Seats Cartooning Course Sample Projects		
2 Syllabus Survey Photo Tips Distribute art notebooks LMS (Schoology) Course Navigation		
3 Collect Signed Syllabus Agreements Complete Survey Facial Feature Practice 3 page total 1 page eyes 1 page mouth 1 page ears & noses	03 04 05	
4 History of cartooning 5 primary emotion sketches (1 minute each) Find 3 reference photos for caricature Intro warped grid practice in workbook	02 06 07	
5 Caricature zone demo video Face Shapes / Proportions Warped grid practice activity due	08 09	

AGENDA		PAGE	
6	Caricature thumbnail sketching using the zone method	08 09	
7	Caricature project rubric Project requirements reviewed Begin full size caricature drawing using the warped grid or zone method	10	
8	Value with ink demo and practice Line weight intro Peer partner feedback	12 11	
9	Comic Strip analysis activity assigned In progress caricature project		
10	In progress caricature project Caricature due end of class		

AGENDA






PAGE

11	Intro comic strip project Storytelling devices vocabulary Project Rubric Comic strip analysis due	14 15 17	
12	Comic strip editing tips Intro to typography Full size sketch / layout	16	
13	Caricature critique Ink comic		
14	Finish inking comic Start adding color to comic		
15	Intro origin story Comic strip due end of class		

AGENDA		PAGE	
16	Intro model sheet Shape language Origin story due end of class	29 28	
17	Figure / Proportion Intro Gesture drawing intro and practice Line of action	21 22 23 24	
18	Gestural drawing from photo Speed drawing w/ line of action Gestural drawing from manikin / life Construction figure drawing	25 26	
19	Wrapped form drawing practice Mass drawing technique practice Develop original character from origin story Demo setting up model sheet	27 29	
20	Start 1 st pose (forward view) model sheet		


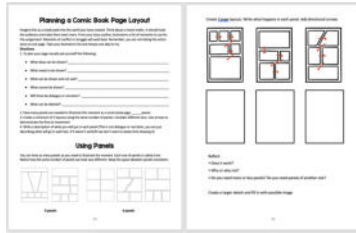

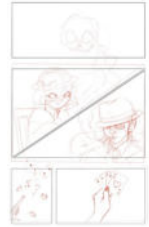

AGENDA

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21	Maintaining proportion in model sheet Demonstrate silhouettes Finish 1 st view Begin 2 nd view	30	
22	Finish 2 nd view Start 3 rd view		
23	Finish 3 rd view Start 4 th view		
24	Finish 4 th view Start inking all views		
25	Finish inking Start coloring character views		

AGENDA

PAGE

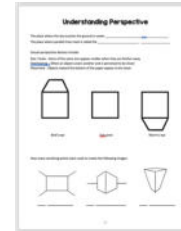
26	Intro comic page Complete "Somebody Wanted To, But So" Preliminary sketches Show student examples	32	 <p>Comic Book Page Layout</p> <p>Students will use the Comic Book Page Layout worksheet to plan their comic book page. The worksheet includes a grid for drawing panels and a section for writing dialogue.</p>
27	Comic book page rough panel count Map page Comic page rubric	33 34	 <p>Planning a Comic Book Page Layout</p> <p>Students will use the Planning a Comic Book Page Layout worksheet to plan their comic book page. The worksheet includes a grid for drawing panels and a section for writing dialogue.</p>
28	Comic page tighten up		 <p>Comic page sketches showing a character in a room, a character looking out a window, and a character sitting at a desk.</p>
29	Comic book on final page (trace / digitize)		 <p>Comic page sketches showing a character in a room, a character looking out a window, and a character sitting at a desk.</p>
30	Demo adding text (captions vs dialogue) Review typography concepts as needed	16	 <p>Working With Words</p> <p>Students will use the Working With Words worksheet to practice adding text to their comic book page. The worksheet includes a grid for drawing panels and a section for writing dialogue.</p>

AGENDA

PAGE

- 31** Peer feedback
Comic page in progress
Assign watching [perspective demo](#) (as needed or independently watch)

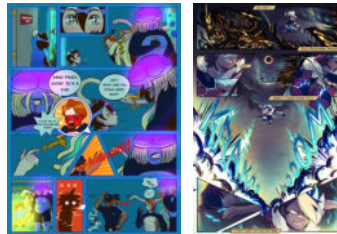
31



- 32** Comic page ink



- 33** Comic page color



- 34** Intro [anthropomorphism](#)
Assign brainstorm page
Comic page due end of class

36

Creating Personification

Make a list of items you would like to draw. Then think of human characteristics it should have. Think about how you will draw the features. Create a sketch of each item. All 3 can fit on one page.




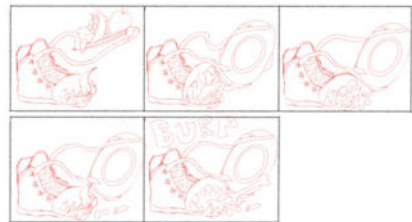
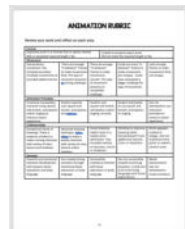
Object	Personality	Features
Example: Ice cream	Nervous	Eyes looking down

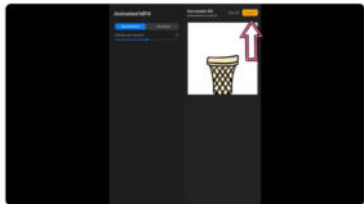

- 35** Anthropomorphic character development



AGENDA

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36	Anthropomorphic character due end class Early finisher: try roll up animation		
37	Intro animation vocabulary Keys, Extremes, Breakdowns, In-betweens Frames per second	37	
38	Principles of animation (assign to watch independently or show whole class) Practice squash and stretch basic shape		
39	Intro storyboard Animated sequence planning	39	
40	Animation Rubric Animation in progress Intro to animation assist (procreate app)	40	

AGENDA		PAGE	
41	Animation – Peer feedback Advanced animation : loops, background slide		
42	Animation export demo		 <p>Export Procreate 5</p>
43	Animation End of semester survey		 <p>End of Semester Survey</p> <p>Please complete anonymously and honestly.</p>
44	Make up work Clean out personal storage area Return borrowed materials Final Exam / final project due		
45	Clean up studio Clean out personal storage area Return borrowed materials		

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