

Creating Comics Sample Schedule

This two-week schedule is based on three sixty-minute classes each week. The readings and exercises can be combined or modified for ninety-minute classes. In the first week, students discuss McCloud's and Sousanis' theories of comics as an art form and a way seeing, and then use brief in-class exercises with *Comic Life 3* to gain practice with the basic elements of the form, including icons, frames, gutters, text boxes, and speech bubbles. Additional readings in the first week provide examples of the ways artists and writers use comics across disciplines, using them to reflect on contemporary events (*The 9/11 Report: A Graphic Adaptation*), to explain scientific and mathematical concepts (*Logicomix*), or to interpret a work of art or literature (*Wonderbook*). In the second week, students build on their basic understanding of the theory and practice of comics to create a more extensive narrative or interpretive work. Developing their project in collaboration with peers through in-class workshops and presentations, students can choose one of three project types based on examples discussed in the first week: historical or social analysis, scientific explanation, or literary or cultural interpretation. Instructors can modify the parameters of the readings, in-class exercises, and final project as appropriate to the course. Students should download and install *Comic Life 3* on their laptops prior to the first class.

Week 1: Learning the Form

Class 1: Space, Sequence, and Perception

Reading: Scott McCloud, *Understanding Comics*, Chapters 1 and 6 (2-23, 138-61); Nick Sousanis, *Unflattening*, Chapter 1-3 (1-67)

In-class exercise 1

Class 2: Architectural Elements

Reading: Scott McCloud, *Understanding Comics*, Chapters 2-5 (24-137)

In-class exercise 2

Class 3: Comics across Disciplines

Reading: Sid Jacobson and Ernie Colón, *The 9/11 Report*, Chapters 9 and 11 (86-98, 107-130); Apostolos Doxiadis and Christos H. Papadimitriou, *Logicomix*, Chapter 3 (117-54); Jeff Vandermeer, *Wonderbook*, Chapter 2 (41-72)

In-class exercise 3

Week 2: Comic Design Workshop

Class 4: Script Workshop

Bring an advanced draft of the script of your comic to class.

Class 5: Comics Workshop

Bring an advanced draft of your comic to class.

Class 6: Presentation and Discussion

Bring a final draft of your comic, and be prepared to present and discuss it class.