

COURSE CONTENT

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| Course Code | DT5001 (DT2004) |
| Course Title | Graphic Storytelling |
| Pre-requisites | NIL |
| No of AUs | 3 |
| Contact Hours | 39 hours studio contact |

Course Aims

This course will introduce you to the fundamentals of storytelling in comics. You will gain a basic understanding of the visual strategies of the masters of the field. Through practice-based learning you will learn to employ these methods to create your own artistically appealing comics and be able to contextualize your own work through a historical perspective. This course is particularly relevant for further studies in visual storytelling.

Intended Learning Outcomes (ILO)

By the end of the course, you should be able to:

1. Describe the principles of sequential visual storytelling in comics, graphic novels and cartoons, and in comparison to live film and animation.
2. Communicate a story intelligibly through the combination of text and images.
3. Interpret a narrative visually with strong artistic appeal.
4. Present and discuss your drawing work in class competently and professionally.
5. Discuss and critique ideas and concepts related to comics, graphic novels and cartoons.

Course Content

You will learn to recognise and apply the language of storytelling in comics. This course begins with a brief introduction to the history of the medium. It will introduce key figures in current and historical graphic storytelling practice. The course further examines the elements that make up the comic book page, ranging from style to narrative technique, dialogue to visual symbols and color to content.