

**Electronic
Design &
Multimedia**

SUMMER 2020

@The Robinson Center/CCNY Art Department

GRAPHIC NOVEL



ART 31133 GRAPHIC NOVEL

The class will cover the basic writing, drawing, and reproduction techniques for creating comics. Traditional production methods of cartooning such as penciling, inking, and lettering will be taught in relation to visual storytelling. Class topics will focus on combining images and text, page layouts, clear and concise presentation of narrative action, panel composition, storytelling, and character design. Principles covered in relation to comics will translate to other applications in graphic design and illustration. In addition to developing students skill set in cartooning, the class will introduce them to a wide range of comics and graphic novels from early cartoon strips, classic superhero books, and contemporary graphic novels.



Prereqs: Art 29520 Illustration 1 OR Art 39510
Electronic Design 1 **OR Permission of Instructor**
31133 1XM, Tu/Th 2 - 4:50
Professor Ada Price



**Explore drawing and
reproduction for comics and
contemporary graphic novels**