



Sample Course Outline

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Class: Comic Book Design

I. Objectives: Content

- a. To learn how to draw the human body

II. Objectives: Skills

- a. To learn mathematical proportions through drawing the human body.

III. Procedure

- a. Share with students some comics that show full-bodied characters.
- b. Ask students what they notice about the size of the head, body, etc.?
- c. Introduce concept of proportions with relation of one object to another.
- d. Using tape measure, ask one student to stand up so class can measure relation of arm to body, of head to body, of nose to face, etc.
- e. Teacher draws full person on board, pointing out correct proportions.
- f. Students begin drawing body, based on proportions learned.

IV. Closure

- a. Students share with teacher what are the proportions of a human body by sharing their drawings with the class.



Sample 10-Week Lesson Plan

Class: Comic Book Design

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Course Objective:

This course is designed to give a rudimentary working knowledge of the art of comic book production from the original plots and character designs to the finished books. During the course of this class, you will learn how to tell a story using both written words and pictures.

Overall Goal:

At the end of this elective, you will create your own original character and write and draw an 8-12 page book starring this character.

Week 1: Intro to basic anatomy and perspective

We will discuss how the body works and how the body moves in space.

Week 2: More on perspective

Discussions on linear and area perspective, and how bodies and forms fit in them.

Week 3: Backgrounds

The importance of putting the figure 'somewhere.'

Week 4: Characterization

Discuss and observe facial expressions and how clothing draperies behave on the body.

Week 5: More on characterization

Continuing the discussion from the previous week.

Week 6: Creating the character

Create and design your ORIGINAL comic book character.

Week 7: The plot thickens

Writing the story.

Week 8: To the drawing board!

The basics of page design and panel-to-panel storytelling.

Week 9: Start your pencils

The beginnings of your book.

Week 10: Final critique

Books must be drawn and scripted by end of class, and ready to present in showcase.