

	<p>School of Arts & Science</p> <p>Communications Department</p> <p>VIST 110</p> <p>Storytelling Layout</p> <p>Fall 2017</p>
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COURSE OUTLINE

Page layout requires the creator to make critical decisions about the use and placement of text and illustration, balancing the relationship of both into a harmonious whole. Beginning with an overview of the history of sequential narrative storytelling, students will learn to apply storytelling layout to comics, graphic novels and storyboards.

1. Instructor Information

(a)	Instructor:	Ken Steacy		
(b)	Office Hours:	Tuesday & Wednesday 9am-4pm		
(c)	Location:	Young 315E - Y307		
(d)	Phone:	(250) 888-2939	Alternative Phone:	(250) 888-4324
(e)	Email:	steacyk@camosun.bc.ca		

2. Intended Learning Outcomes

Upon completion of this course the student will be able to:

1. Describe the historical presence of visual storytelling.
2. Discuss the importance of the language of visual storytelling in diverse cultures.
3. Communicate stories and ideas via the medium of visual storytelling.
4. Apply storytelling layout to sequences for comics, graphic novels, and storyboards.
5. Produce pages for reproduction and publication.

3. Required Materials

(a) Texts

COMICS AND SEQUENTIAL ART by Will Eisner
Norton, ISBN 978-0-393-33126-4

(b) Other: *Please refer to materials supply list*

4. Course Content and Schedule

VIST 110 VISUAL STORYTELLING SYLLABUS September 2017

NB: This course and VIST 130 (TECHNIQUE 1) are closely interconnected, and assignments in VIST 130 will be reviewed in VIST 110, which are to be completed as both CLASSWORK and HOMEWORK

All classes start with Show & Tell: students share comics and graphic novels they currently read or have recently discovered with the class, along with a brief analysis of the specific appeal of form and/or content. Please come to each class prepared to share your work and your thoughts and questions from the readings.

Week 1 - September 5

LECTURE: Introduction to COGR Program and VIST 110 Course with overview of learning outcomes for both, introduction of teacher and overview of career and the industry, with Q&A

DEMONSTRATION: Presentation of slideshow "Visual Storytelling! A Structural Analysis..." placing VIST in historical context dating from over three millennia ago until present day, examining development of the synergistic language of words and pictures

HOMEWORK: Write synopsis of 1 page comic depicting "What I Did On My Summer Vacation" as told by yourself, or your avatar. Bring your work to the next class!

Week 2 - September 12

LECTURE: Description of the fundamental components of Visual Storytelling: the panel, the tier, the grid. Analysis of process, both full script & Marvel Method, and the sequential structural approach of thumbnails, layouts, pencils, lettering, inks, and colour

DEMONSTRATION: Initial process: layouts of same story in three different modes, review layout of 1-pager

CLASSWORK: Refine layout of 1-pager

Week 3 - September 19

LECTURE: Handout mainstream comics, analyze storytelling and discuss relative success or failure of VIST technique in specific pages

DEMONSTRATION: Identify ambiguous, awkward, and just plain bad storytelling and strategize how best to improve narrative structure and flow.

CLASSWORK: Find examples of bad storytelling and re-create a page properly, then present to class and review. Ink 1-pager

HOMEWORK: Analyze favorite comics & graphic novels in terms of narrative structure. Come to the next class prepared to participate in the discussion.

Assignment #1 – 1-page comic, is DUE at the beginning of the next class! Assignment is worth 10% of your final grade.

Week 4 – September 26

LECTURE: Slideshow presentation of the work of an influential visual storyteller, with a focus on development of style and storytelling over the course of their career

DEMONSTRATION: Review finished 1-pager

CLASSWORK: Work on layouts of first 8-pager.

HOMEWORK: Research an artist who has influenced you, create a presentation of up to 12 slides with description of their approach to storytelling over time, and their impact on your own development

Week 5 - October 3

LECTURE: Introduction to student's slideshows, with commentary after each presentation

DEMONSTRATION: Review layouts for first 8-pager

CLASSWORK: Present research slideshow to class. Work on pencils for first 8-pager.

Week 6 - October 10

LECTURE: Examination of the use of space to articulate the passage of time in VIST

DEMONSTRATION: Review pencils for first 8-pager

CLASSWORK: Continue work on pencils for first 8-pager

Week 7 - October 17

LECTURE: Focus on the panel, its structure and how it informs the contained action, and relates to the tier, page grid, and spread

DEMONSTRATION: Continue to review pencils for first 8-pager

CLASSWORK: Explore differing panel types and practice their application. Work on inks for first 8-pager.

HOMEWORK: Examine favorite comics & graphic novels and identify unique approaches to panel design.

Week 8 - October 24

LECTURE: Expressive anatomy, body language and its function in dramatic storytelling

DEMONSTRATION: Create examples of the above, final review of pencils of first 8-pager

CLASSWORK: Practice drawing examples of the above. Apply tonal values to first 8-pager

HOMEWORK: Research extreme examples of expressive, distorted, and grotesque anatomy.

Assignment #2: 8-page comic, is DUE at the beginning of the next class! Assignment is worth 40% of your final grade.

Week 9 – October 31

LECTURE: Adaptation of script by writer other than yourself, both full script and Marvel style

DEMONSTRATION: Create examples of the above. Review final artwork for first 8-pager

CLASSWORK: Practice application of adaptation. Work on layouts of second 8-pager.

HOMEWORK: Research writing/lettering styles and how they inform content.

Week 10 - November 7

LECTURE: Application of Visual Storytelling for the purpose of education delivered in an entertaining and engaging manner (Edutainment)

DEMONSTRATION: Create examples of edutainment. Review layouts of second 8-pager

CLASSWORK: Work on pencils for second 8-pager

HOMEWORK: Research edutainment application of Visual Storytelling.

Week 11 - November 14

LECTURE: Examination of another culture's approach to visual storytelling with slideshow, ie: Manga, Bandes Dessinées, etc.

DEMONSTRATION: Re-imagine an existing page using the approach of another culture. Review layouts of second 8-pager

CLASSWORK: Create examples of the above, Continue work on pencils of second 8-pager

HOMEWORK: Research Visual Storytelling by other cultures.

Week 12 - November 21

LECTURE: Slideshow presentation of the work of an influential visual storyteller.

DEMONSTRATION: Review of pencils for second 8-pager

CLASSWORK: Work on inks of second 8-pager

HOMEWORK: Explore other modes of storytelling.

Week 13 - November 28

DEMONSTRATION: Review inks for second 8-pager

CLASSWORK: Colour second 8-pager

HOMEWORK: Research traditional colouring

Week 14 - December 5

DEMONSTRATION: Initial review of colour for second 8-pager

CLASSWORK: Finish colouring second 8-pager

**Final Assignment: 8-page comic, is DUE at the beginning of the next VIST 130 class!
Assignment is worth 40% of your final grade.**

5. Basis of Student Assessment (Weighting)

Grading Rubrics are attached

One Page Comic	10%	DUE: September 26th
Eight Page Comic	40%	DUE: October 31st
Final Assignment	40%	DUE: December 6th
Class participation	10%	

6. Grading System

Standard Grading System (GPA)

Percentage	Grade	Description	Grade Point Equivalency
90-100	A+	Works well above and beyond course requirements!	9
85-89	A	All assignments completed to high degree of finish, responsive to critiques, thoroughly engaged in classroom activities	8
80-84	A-	As above, though to slightly lesser degree	7
77-79	B+	All assignments completed, good participation	6
73-76	B	All assignments completed, acceptable participation	5
70-72	B-	As above, though to slightly lesser degree	4
65-69	C+	Some assignments late or incomplete, lack of full participation	3
60-64	C	Some assignments late or incomplete, missed classes, noticeable lack of participation	2
50-59	D	Minimum level of achievement for which credit is granted; a course with a "D" grade cannot be used as a prerequisite.	1
0-49	F	Minimum level has not been achieved.	0

7. Recommended Materials or Services to Assist Students to Succeed Throughout the Course

LEARNING SUPPORT AND SERVICES FOR STUDENTS

There are a variety of services available for students to assist them throughout their learning. This information is available in the College calendar, at Student Services, or the College web site at camosun.ca.

STUDENT CONDUCT POLICY

There is a Student Conduct Policy **which includes plagiarism**. It is the student's responsibility to become familiar with the content of this policy. The policy is available in each School Administration Office, at Student Services, and the College web site in the Policy Section.

Grading Rubric for All Assignments

	A Range (80 -100%)	B Range (70 – 79%)	C Range (60 – 69%)	D Range (50 – 59%)
Thumbnail s	Communicates exceptional understanding of visual storytelling; demonstrates appropriate usage of panels, tiers, page grids, 2-page spreads and overall story structure	Communicates good understanding of visual storytelling; some difficulty with structural clarity, either specific or overall	Communicates at least a basic understanding of visual storytelling but work is lacking in cohesive structure, is disjointed or ambiguous	Visual storytelling is incomprehensible; thumbnails are very rough or incomplete
Layouts	Demonstrates clear transfer of thumbnails to print-scaled layouts with appropriate editing of sequences	Transfers thumbnails but may not adequately consider revisions necessitated by up-scaling visual storytelling to print size	Literal transfer of Thumbnails without sufficient consideration of required revisions	Poorly transferred Thumbnails without consideration of scaling effect
Final Artwork	Demonstrates clear transfer of Layouts to full-sized live artwork with appropriate editing of sequences; shows depth of understanding of reproduction constraints and uses media appropriately to ensure fidelity to rendering	Transfers layout well but may not consistently or adequately consider revisions necessitated by up-scaling visual storytelling to full size. Rendering strong and appropriate	Literal transfer of Layouts without sufficient consideration of required revisions. Inadequate application of media for purpose of reproduction	Poorly transferred layouts; no consideration of scaling effect. Poor usage of rendering media

Grading Rubric for Classroom Participation

A Range (80 -100%)	B Range (70 – 79%)	C Range (60 – 69%)	
<p>Participates actively and enthusiastically in all classroom discussions and critiques; comes to class prepared by doing all assigned readings and homework; brings in comics and graphic novels for Show & Tell regularly; exceeds expectations in presentations and homework assignments</p>	<p>Participates actively in discussions, critiques and Show & Tell; comes to class prepared in almost all cases; shows good effort in presentations and homework assignments</p>	<p>Occasionally participates in discussions, critiques and Show & Tell; adequate effort in presentations and homework assignments</p>	<p>Never discusses assignments; poor quality effort on task</p>