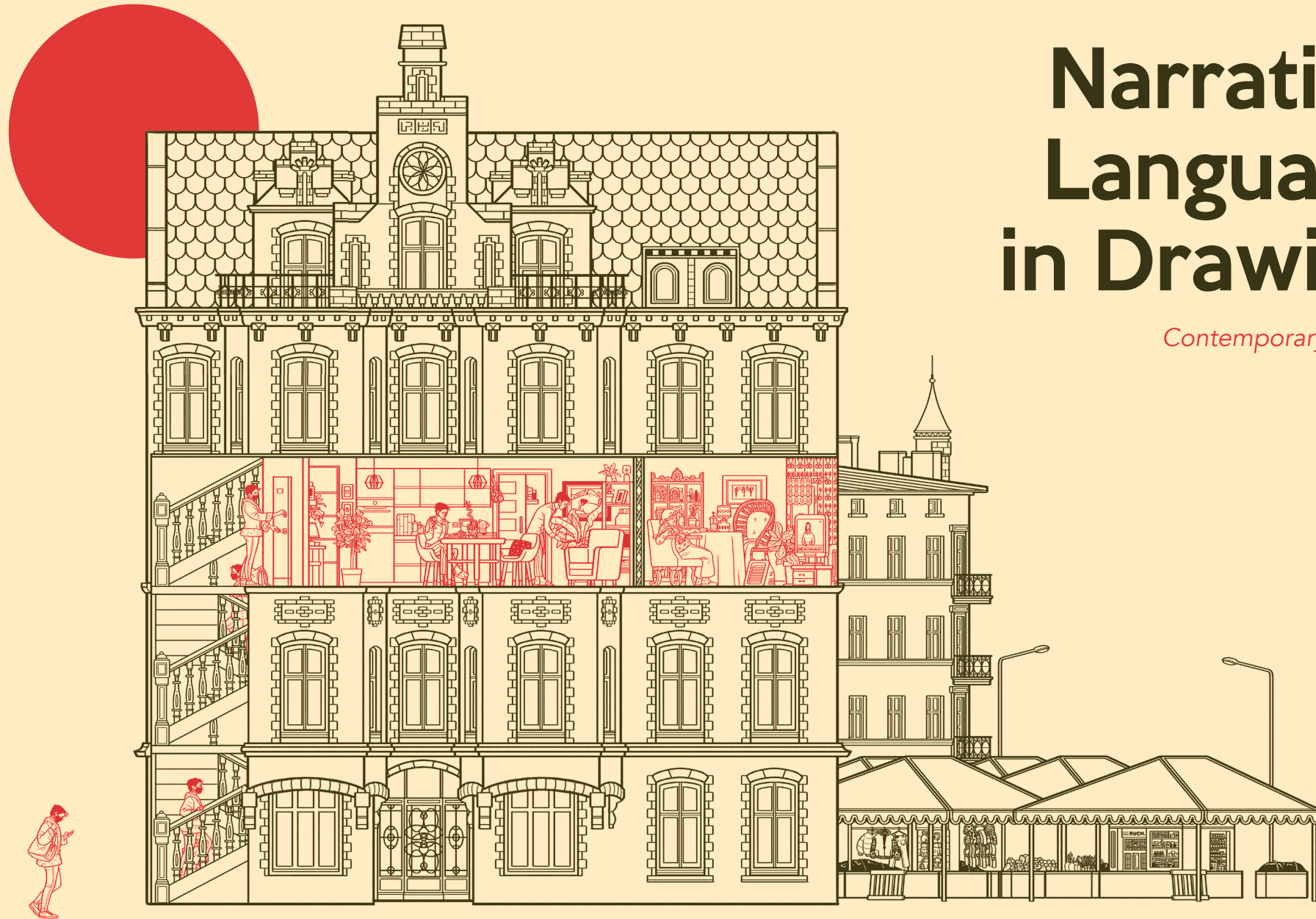


Narrative Language in Drawing

Contemporary Comics



Programme 2021/22

Beginners Group

(Students enrolling for the first time)

LECTURE CONTENTS:

1. Comic History

- 1.1. Introduction
- 1.2. Origins of Pictographic Narration
- 1.3. Illuminated Manuscripts
- 1.4. Engraving and Printing Era
- 1.5. Comics

2. Understanding comics

- 2.1. The Sequence
- 2.2. The Closure
- 2.3. Spatial and Temporal Expressions
- 2.4. Text and Image
- 2.5. The Page
- 2.6. Composition and Techniques
- 2.7. Perception
- 2.8. Reading Vectors

3. Creating a Project

- 3.1. Idea and approach
- 3.2. Basic structure and goals
- 3.3. Models
- 3.4. Techniques
- 3.5. Production
- 3.6. Post-production
- 3.7. Critical review

PRACTICAL TASKS:

- I Project: Accordion Book.
- II Project: Diegetic Spaces.
- III Project: Narration at its quickest.
- IV Project: Joined stories.

Advanced Group

(Rest of Students)

LECTURE CONTENTS:

1. Iconicity in Comics

- 2.1. Blood in the gutter
- 2.2. Time flies

3. Spatial perception

- 3.1. Impact on the reader

4. Production

- 4.1. Production
- 4.2. Colouring
- 4.3. Retouching
- 4.4. Typographies
- 4.5. Final Art

5. Making Comics

- 5.1. Writing with pictures
- 5.2. Stories for Humans
- 5.3. The power of words
- 5.4. World Building
- 5.5. Production
- 5.6. Point of view

PRACTICAL TASKS:

- I Project: Impact on the reader / Free-choice
- II Project: Impact on time / Free-choice
- III Project: Same you, different gaze / Free-choice
- IV Project: Piece by piece: the puzzle / Free-choice

6. Comic, theory of an architecture

- 6.1. Reading and understanding sequential art
- 6.2. Around the frame, the piece of construction
- 6.3. From the strip to the page, assembling the pieces
- 6.4. Architecture of the page
- 6.5. Reading protocol
- 6.6. Ware's theatrical model
- 6.7. Drawing: visual language, abstraction and colour