FAKULTI TEKNOLOGI DAN KEJURUTERAAN

PROGRAM	SEQUENTIAL ART (COMIC & STORYBOARDING)
COURSE NAME	Diploma in Graphic Design
COURSE CODE	DGE 3013
CREDIT HOUR	3
SYNOPSIS	Students will learn how to create comics and types of "stories" told with sequential images. The course will take a step-by-step approach to story development, exploring the fundamentals of plot, story structure, character development and variety of narrative techniques.

COURSE STRUCTURE	
CHAPTER	TOPICS
1	**Introduction to Sequential Art** 1. 1 Introducing the components of sequential art. 1. 2 Visual narrative theories and techniques. 1. 3 Discipline of sequential art. 1. 4 Various standard tools. 1. 5 Sequential art techniques.
2	**Drawing for Sequential Art** 2.1 Observational and interpretive drawing skills. 2.2 Visual storytelling for sequential art. 2.3 Develop drafting facility. 2.4 How characters are constructed. 2.5 Integrated into graphic environments.
3	**Survey of Sequential Art** 3.1 Highlighting significant works of sequential art. 3.2 Historical roots and major influences. 3.3 Survey analyse trends. 3.4 Styles and techniques. 3.5 Subject matter.

4	**Materials and techniques for Sequential Art**
	4.1 Technical craft of sequential art production.
	4.2 Variety of traditional skills.
	4.3 Techniques and tools.
	4.4 Illustrating a comic narrative.
5	**Cartooning**
	5.1 Art of cartooning.
	5.2 Single and multi-panel comic strips.
	5.3 Editorial cartoons.
6	**Character Design and Storyboarding for Animation**
	6.1 Observational skills and attention to detail.
	6.2 Define and individualize cartoon characters.
	6.3 Cartoon backgrounds.
	6.4 Appropriate model sheets for character animation.
	6.5 Generate storyboards.
7	**Comic Book Scripting**
	7.1 Covering dialogue.
	7.2 Captions.
	7.3 Sound effects.
	7.4 Panel and page layouts.
	7.5 Relationship of image to text.
	7.6 Basic plot to the finished script.
8	**Advanced Drawing for Sequential Art**
	8.1 Further develop techniques.
	8.2 Drawing for Sequential Art.
	8.3 Enhanced drawing skills to sequential art.
9	**Comics Painting**
	9.1 Fully painted sequential art.
	9.2 Pages of comic's storytelling.
	9.3 Applying watercolour.
	9.4 Acrylics.
	9.5 Other media.

	Special Topics in Sequential Art
	9.6 Varies from quarter to quarter.
	9.7 Individual projects.
10	Painting for Comics Covers
	10.1 Dynamic elements for successful design.
	10.2 Execution of graphic novel covers.
	10.3 Series of demonstrations and projects.
	10.4 General colour theory.
	10.5 Treatment of light and shade.
	10.6 Representation of depth.
	10.7 Surface textures.
	10.8 Environment.
	10.9 Human form.
11	Conceptual Illustration
	11.1 Exploring comprehensively the characters.
	11.2 Themes and environments.
	Conceptual Marquette Design
	11.3 Sculptural materials.
	11.4 Designing Marquette characters for 3D rendering.
	11.5 Diverse types of character designs.
	11.6 Styles, proportions and genres.
	11.7 Contemporary sculptural techniques.
	11.8 Utilize the various working methods.
12	Fantasy Illustrations
	12.1 Project beyond panel-to-panel comics formats.
	12.2 Incorporating fantasy.
	12.3 Science fiction themes.
	12.4 Comics related subjects.
	Writing for Comics
	12.5 Build content from Comic Book Scripting.
	12.6 Scripting for longer works.
	12.7 Graphic novels.
	Visual Storytelling

	12.8 Graphic storytelling.
	12.9 Pencilling comic book pages.
	12.10 Page layout.
	12.11 Panel design.
	12.12 Work with scripts.
13	**Advanced Inking Techniques**
	13.1 Practices of comic arts inking.
	13.2 Variety of inking techniques.
	13.3 Inking applications.
	Conceptual Illustration
	13.4 Using characters.
	13.5 Environment and technology.
	13.6 Individual creations.
	13.7 Collaborative projects.
	13.8 Professional, cohesive portfolio.
14	**Sequential Picture Books for Children**
	14.1 Artwork for children's books.
	14.2 Picture primarily tells the story.
	14.3 Generating original story ideas.
	14.4 Adapting existing works of children's literature.
References:	*1. Sceno Graphics Set Design & Paper craft Art: A New Graphic Design Approach. Hong Kong: Sandu Publishing Co., Ltd by Wang Shaoqiang. (2015)* *2. Art Fundamentals: Theory and Practice. 12th Ed. New York: McGraw Hill by Otto G. Ocvirk. (2012)* *3. Comics and Sequential Art by Will Eisner (Jun 30, 2009)*