

New Course Request

Indiana University

Indianapolis Campus

Check Appropriate Boxes: Undergraduate credit Graduate credit Professional credit

1. School/Division Informatics 2. Academic Subject Code NEWM-N
3. Course Number 332 (must be cleared with University Enrollment Services) 4. Instructor John Brian Ludwick
5. Course Title Sequential Narrative

Recommended Abbreviation (Optional) _____
(Limited to 32 Characters including spaces)

6. First time this course is to be offered (Semester/Year): Fall 2010

7. Credit Hours: Fixed at 3 or Variable from _____ to _____

8. Is this course to be graded S-F (only)? Yes _____ No

9. Is variable title approval being requested? Yes No

10. Course description (not to exceed 50 words) for Bulletin publication: P: N202. An introduction to the use of panel-to-panel and frame-to-frame sequential storytelling as foundational elements of animation and storytelling. Other topics covered include pre-visualization, storyboards, and character design.

11. Lecture Contact Hours: Fixed at 3 or Variable from _____ to _____

12. Non-Lecture Contact Hours: Fixed at 0 or Variable from _____ to _____

13. Estimated enrollment: 25 of which 0 percent are expected to be graduate students.

14. Frequency of scheduling: F/S Will this course be required for majors? _____

15. Justification for new course: Redesign of New Media Curriculum

16. Are the necessary reading materials currently available in the appropriate library? Yes

17. Please append a complete outline of the proposed course, and indicate instructor (if known), textbooks, and other materials.

18. If this course overlaps with existing courses, please explain with which courses it overlaps and whether this overlap is necessary, desirable, or unimportant.

19. A copy of every new course proposal must be submitted to departments, schools, or divisions in which there may be overlap of the new course with existing courses or areas of strong concern, with instructions that they send comments directly to the originating Curriculum Committee. Please append a list of departments, schools, or divisions thus consulted.

Submitted by: M. Pauline Baker Date 6/30/2009
Department Chairman/Division Director

Approved by: [Signature] Date 1 July 2009
Dean

Date _____
Dean of Graduate School (when required)

Date _____
Chancellor/Vice-President

Date _____
University Enrollment Services

After School/Division approval, forward the last copy (without attachments) to University Enrollment Services for initial processing, and the remaining four copies and attachments to the Campus Chancellor or Vice-President.

Course Outline

Course Number: N332

Course Title: Sequential Narrative

Credits: 3 hours

Instructor: Lecturer Mathew A. Powers, MFA

Course Description

An introduction to the use of panel-to-panel and frame-to-frame sequential storytelling as foundational elements of animation and storytelling. Other topics covered include pre-visualization, storyboards, and character design.

Prerequisite

N202

Welcome!

This class will introduce you to the art and science of storytelling through the 2D print medium. You will learn how to develop a visually engaging narrative with a series of original characters, environments, and plots through your own storytelling “voice”. You will be able to use these skills and knowledge in real world settings. This class will give you the foundation to begin your journey to creating your own narratives, characters and walk away with the beginnings of enduring storytelling.

Each class will consist of a lecture by the instructor followed by class time for your practice of the material presented. Discussions concerning the assignment and newly acquired information will be distributed during class. There will also be time for student concerns and topics. Students will be expected to work on their projects outside of class and develop them each week.

The class objectives seek to give you a solid foundation in the tools, strategies, and techniques for 2D print narratives from initial concept to full production. We will examine how you create a story, populate with well-rounded characters and how you convey ideas through visual formats. We will also explore the psychology behind a visual scene’s creation and how light, dark, color, and perspective translate ideas and moods. We will not limit ourselves to the technical aspects of this work but will incorporate a healthy dose of visual communication and fine art techniques and practices to assist with the project creation. Concerning class projects, the theme of the class is to prepare you for the real-world with two complete, portfolio-ready projects to be shown to potential employers or to assist you in future endeavors. This focus will arc throughout the class with weekly assignments keeping you on track and educated with all the smaller details that are needed for all the projects.

In this class you will be expected to work hard, explore, participate in discussions, but most of all have fun with the subject matter and the tools required to create it. This is a chance like none other and you should take full advantage of it. Most of all, you should be motivated and open to new ideas and practices.

Extended Class Description

This class combines traditional storytelling and image creation with digital techniques and procedures to produce self-created and engaging sequential stories. These will be channeled through both the individual

and group dynamic while looking at the concepts, construction, and development behind linear story experiences. Class creations will be produced for print and will encompass comic and storyboard principles. Character, environment, and narrative creation will merge with typography, layout, design, and illustration to enrich the class products. Additionally, integration and communication with digital media programs and production techniques will be covered.

Course Skills Outcome: (Goals)

Students will become familiar and comfortable with 2D visual storytelling, illustration, design, integrated text, media integration of their creations, and final production techniques. Additionally, students will develop a series of storyboards, visuals, and comic books utilizing existing new media knowledge and applications.

Core Communication and Quantitative Skills learned in this class:

- Express personal ideas and facts to others effectively in a variety of formats;
- Comprehend, interpret, and analyze texts, games, animations, and imagery;
- Communicate orally in one-on-one and group settings;
- Solve game related problems and
- Make efficient use of information resources and technology for personal and professional needs.

By the end of the semester the student should have knowledge pertaining to the above information. This will be delivered through readings, discussions, hands on activities and other methods of learning. Students will learn how to adapt current, new and emerging technologies and best practices to incorporate as many human senses as possible for the purposes of engagement.

Texts

Understanding Comics: The Invisible Art

Scott McCloud, Harper Paperbacks, 1994.

Reinventing Comics: How Imagination & Technology Are Revolutionizing an Art Form, Scott McCloud, Harper Paperbacks, 2000.

Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels

Scott McCloud, Harper Paperbacks, 2006.

Creating Characters with Personality: For Film, TV, Animation, Video Games, and

Graphic Novels, Tom Bancroft, WatsonGuptill, 2006.

Visual Storytelling: The Art and Technique

Tony C. Caputo, WatsonGuptill, Pub, 2002.

Photoshop/Illustrator CS3 for Windows and Macintosh (Visual QuickStart Guide)

Elaine Weinmann and Peter Lourekas, Peachpit Press, 2007.

Equipment/Supplies:

Required:

- One Blank Page Sketchbook: for images (solely for this class)

Recommended:

- One Blank Ruled Notebook: for text (solely for this class)
- One Large (at least 8.5" x 11") Blank Drawing Pad (acid free)

- One Pad of Tracing Paper or Vellum (at least 8.5" x 11")
- Supplies: Pens, pencils, colored pencils, erasers, Sharpie Markers, Grey Design Marker, 2fl oz of India Ink, #2 sable brush, hole punch, ruler
- CD's, DVD's, Thumbdrive, iPod, external hard drive, etc (for backup of all class materials and scanned in images)
- Lightboard
(optional, if possible)
- Imagination

Software:

Primary: Photoshop & Illustrator (if at all), Secondary: Word & Dreamweaver

Extra Credit:

Extra credit work will be given out during the course of the semester and will be fully explained during class times.

Class Projects: (further explained on Assignment Sheets given out during class)

1. Initial & Group Concept Sketches and Project Idea = 100pts
2. Individual Sequential Story: Check Ins = 50pts
3. Individual Sequential Story: = 100pts
4. Group Sequential Story: Check Ins = 50pts
5. Group Sequential Story = 100pts
6. Weekly Assignments = 10pts each, (variable, explained in class)
7. Sketchbooks = 100pts
8. Participation = 100pts

Calendar and Schedule:

- Week 1. Jan. 15 th : First Day of Class, Introduction, Policies, Meet & Greet
- Week 2. Jan. 22 nd : Comic Idea Document Due, Groups Form
- Week 3. Jan. 29 h : Lecture: Individ. Comic Page 1. Submission.
- Week 4. Feb. 5 th : Lecture and Lab Time.
- Week 5. Feb. 12 th : Lecture: Individ. Comic Page 2. Submission & Partner Comic 1.
- Week 6. Feb. 19 th : Lecture and Lab Time.
- Week 7. Feb. 26 th : Lecture: Individ. Comic Page 3. Submission.
- Week 8. Mar. 5 th : Lecture and Lab Time. (Watchmen Premiere 6th)
- Week 9. Mar 12 th : Lecture: Individ. Comic Page 4. Submission & Partner Comic 2.
- Week 10. Mar 19 th : Spring Break, No Classes. Enjoy your break. J
- Week 11. Mar 26 th : Lecture: Individ. Comic Page 5. Submission.
- Week 12. Apr. 2 nd : Lecture and Lab Time.
- Week 13. Apr. 9 th : Lecture: Individ. Comic Page 6. Submission & Partner Comic 3.
- Week 14. Apr. 16 th : Lecture and Lab Time.
- Week 15. Apr. 23 rd : Lecture: Individ. Comic Page 7. Submission
- Week 16. Apr 30 th : Open Lab
- Week 17. May 7 th : Final: Individual & Partnership Project Presentations