

**Intro to Comic Book Design**  
**CGR-260**  
**Professor Morrison**  
**Course Outline**

**Contact Information**

Email: [profrmorrisson@comcast.net](mailto:profrmorrisson@comcast.net) (recommended, leave 1-2 day window for response)

**Office Hours**

Vary by semester.

**Textbooks**

Graphic Storytelling by Will Eisner ISBN: 0-9614728-2-0  
Comics & Sequential Art by Will Eisner ISBN: 0-9614728-1-2

**Recommended Supplies**

Flash Drive and/or CD-RW for Backup  
PC/Mac for home use\*  
Sketch book for notes and class sketches 8"x10"  
Bristol Board-Bristol Board sketch Book size at least 11"x17"  
And comic book sketch pages available at <http://www.bluelinepro.com> or  
<http://www.comicartistsupplies.com/> you will need about 2 dozen.  
Blue (color) Pencils (6)  
Standard Sketch Pencil set get full 20 degree set 9H to 9B approx 12 pencils  
Ink-Media Ink Black  
Ink Pen-either traditional style (2-3 sizes) or Nib based pen  
2 paintbrushes for Ink- 1 fine 1 medium

**\*Time** for all assignments and computer usage

\*If these are not options the lab will be made available

**Grade Breakdown**

Homework Assignments	15 %
Storyboard & Splash	25%
Final Comic Book	25%
Quizzes/Exam	25 %
Participation/Attendance	10 %

You shall be given detailed information on each of these assignments as the semester progresses

## **Attendance / Participation**

Lateness will not be tolerated, there is a 5 minute window but do not make a habit of it, if you are late to too many classes we will speak about it. Absence-Any more than 2 absences will result in a letter grade reduction in your final grade per absence, chose your absences wisely. **Lateness for any scheduled quiz or exam will result in a zero grade for that quiz/exam**, two lateness' will result in one absence. Breaks during the class will be given and attendance will be taken after the break as well.

## **Plagiarism / Piracy**

Students found cheating on exams or plagiarizing on documents will automatically fail this course. Any student caught using a piece of music or software illegally is also subject to automatic failure of the course as well as any actions deemed necessary by the College.

## **Content**

All class projects shall avoid topics regarding sex, religion, and gratuitous violence and gore. If this causes uncertainty with your projects, you need to see me for clarification.

## **Extra Help / Appointments**

If you would like to meet with me, I recommend that you set up an appointment at least **two (2) days in advance**. Otherwise, it is best to contact me via phone or email me outside of my normally scheduled hours. You may also be able to catch me before or after one of my other classes.

## **Game Design Guild site**

You are required to create a profile at [www.gamedesignguild.com](http://www.gamedesignguild.com) . This website will be used for communications, pertaining to class, assignments and other areas of interest. I will encourage your participation on this site. Your log on name will be the first initial of your first name and your last name *example: John Smith will be JSmith* , you will not be able to use nicknames or screen names. This should be done right now, after you create a profile you will receive an email from the site, you need this email to sign on completely and make your first post in class today. Your account will be updated within 24 hours for you to be able to access all areas necessary