

**Course Syllabus  
Camden County College  
Blackwood, New Jersey**

**Course Title:** Comic Book Design

**Department/Program Affiliation:** Computer Studies/Computer Graphics

**Date of Last Revision:** January 2003

**Credits:** 3

**Contact Hours:**     **Lecture** 3  
                              **Lab**  
                              **Other**

**Prerequisites:** CGR 111 Computer Graphic Design I

**Co-requisites:** N/A

**Course Description/Goals:**

This course will provide an introduction to current techniques for comic book design. The course involves basic instruction on storytelling by means of pictures. It deals with design, page layout, and character development. Topics will include how to create the story, characters and text balloons, to page layout/design, adding special effects and 2D and 3D design. This course combines traditional and computerized techniques.

**Course Objectives/Student Learning Outcomes:(Cognitive, Psychomotor, Affective Domains)**

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

1. Understand the history of Superheroes from prehistoric times to the present.
2. Create original superhero characters.
3. Explore techniques for caricature, cartooning, and dynamic anatomy design skills.
4. Develop styles, characters, and variation of techniques, storytelling and the creation of set designs in a graphic form.
5. Explore the language of lines and shades: line quality, panel frames, lettering, color techniques.
6. Learn to use the graphic language of cartooning to communicate your thoughts and ideas.
7. Demonstrate familiarity with equipment (hardware and software applications that will be shown in class).
8. Make critical judgment of their own and others work based on usage of software programs, design skills and proper hardware usage.

**Course Outline:**

- Heroes & Super Heroes
  - How to create, design, illustrate and tell a story featuring superheroes for comic books.
- Story Graphics
  - How to tell a story in graphic form, panel-to-panel in a variety of styles and genres.
- Comic Genre
  - Develop different comic characters. Such as: Science Fiction, Comedy, Horror, Western, Detective, Drama, Adventure, Romance and Political or Social Satire.
- Penciling/Pen
  - The art of penciling for comic books from the inside, including breakdowns to finish and uses of materials.
- Inking
  - The correct use of pens, brushes, ink, etc., for the completion of comic book art.

**Course Activities:** (A brief sentence or two about the format of the course, certain requirements, etc.)

The classroom activities will include formal and informal lectures where new material and assigned problems will be explained. Students will have the opportunity to contribute to the discussion and to ask questions about the material. "Hands-on" work on the computer will be done during class and outside of the regularly scheduled classroom hours.

**Student Evaluation:**

The student will be evaluated on the degree to which student learning outcomes are achieved. A variety of methods may be used such as tests, class participation, projects, homework assignments, etc.

**Course Materials:**

If textbooks and materials are required, the titles and supply list will be assigned first day of class.

**Textbook(s): See Attached**

**Supplemental Materials: See Attached**