

USD 233 – OLATHE DISTRICT SCHOOLS

Course Title: Cartoon & Illustration I

Credit: ½

Grade Level: 10, 11

Course Length: 1 Semester

Course Description:

This course will introduce the students to the fundamentals of Cartoon & Illustration. Students will learn how to tell stories and communicate ideas through the mediums of Cartooning and Illustration. Students will create projects designed to help them explore the careers of character designers for animation and video games, as well as comic book/strip artists. Student artists will use a variety of traditional tools as well as the computer to deliver stories and ideas visually.

Prerequisites: Digital Works.

Required Textbooks: Cartoon Animation, Visual Storytelling: The Art and Technique, (Text books subject to change).

Instructional Strategies: Direct instruction, demonstration, graphic organizers, application exercises, projects, cooperative groups, case studies, guest speakers, DVD(s), videos, internet.

Assessments: Daily work performance, teacher observation, rubric, checklist, classroom discussion, projects, research relevant to topic, application performance, exams, conferencing, portfolio, written response, sketchbook, journaling, self evaluation.

Course Objectives:

- Communicate ideas and stories with a variety of basic cartooning and illustration processes, techniques, and media.
- Apply visual communications knowledge and skills to express ideas imaginatively
- Use critical thinking, and problem solving to communicate ideas visually
- Select appropriate cartooning and illustration media, techniques, and processes for specific purposes.
- Produce cartoon characters, cartoon environments, comic strips, computer graphics and game character illustrations in a variety of media.
- Develop skill in the use of techniques, procedures and illustration concepts.
- Understand the history of visual communication and the evolution of cartooning and illustration.

Course Content:

I. Introduction to Cartoon & Illustration I

- History/Time Line
- Cartoon & Illustration Terminology
- Cartoon & Illustration Technology/Development
- Visual Milestones
- 2D/3D Illustration

II. Digital Production Process

- Production strategies
- Digital Computer Graphics Studio
- Creative and Production Teams
- Computer Graphics Process
- 2D/3D Cartoon & Illustration

III. Character Development Illustration

- Body Proportion
- Stance
- Circular and Rounded Forms
- Skeleton Foundation
- Construction of the Head
- Egg Head Model Method
- Advanced Head Construction
- Facial Expressions
- Squash and Stretch on Heads
- Hands
- The Cute Character
- Creating Model Sheets
- StoryBoards
- Creating Backgrounds.

IV. Drawing Dynamic Comics/ Drawing in three dimensions

- Basic Forms
- Light and Shadow
- Perspective

V. Drawing the figure

- Proportion
- The Basic Forms
- Adding Muscles
- Drawing Different Body Types
- Clothing

VI. The figure in action

- The Line Of Action
- Balance
- Foreshortening
- Realism Versus Exaggeration
- Putting It All Together

VII. Drawing the head

- The Front View
- The Profile
- The Three-Quarter View
- Drawing The Features
- Creating Different Faces
- Showing Age

VIII. Using reference materials

- Props and Poses
- Lighting
- Backgrounds
- Men
- Woman
- Using Multiple Photos

IX. Drawing the page

- Design Issues
- Panel Layout
- Camera Angle
- Composition
- Cropping and Tangents
- Pacing
- Flow
- The Script
- Drawing The Page

- The Model Sheet
- Thumbnails
- Pencils

X. Inking

- Tools Of The Trade
- Using Your Tools
- Interpreting Pencils
- Inking Breakdowns

METHODS OF EVALUATION OF COMPETENCIES:

Evaluation of student mastery of course competencies will be accomplished using the following grading scale.

Grading:

A = 90 -100%

B = 80 - 89%

C = 70 - 79%

D = 60 - 69%

F = 0 - 59%

Extra Credit: The instructor must approve project.

0-5 points is given for extra credit per approved project. Project must be finished and handed in on specified date at the beginning of class. Only four approved projects per semester allowed.

