Disclaimer Reserving Right to Change Syllabus:
The instructor reserves the right to amend this syllabus as necessary.

Course and Section Number:
IMED-1391-81001: Graphic Novel
Cross-listed with GAME-1302-81001)

Semester:
Fall 2019 Day Classes: August 26, 2019 – December 12, 2019

Credit Hours:
3 credit hours

Class Meeting Days and Times:
Class meets the entire time listed here.
Tuesdays and Thursdays
12:30PM – 2:50PM

Room:
Room T223

Instructor Information:
Instructor’s name: Kevin Kreneck
E-mail address: Kevin Kreneck@dcccd.edu
Richland phone: 972-238-6140 (ACCESS Office) - leave message
Office and Mail Box Location: A110 - ACCESS Office

Prerequisite:
None

Official WECM Course Description (cannot be altered in any way):
Topics address recently identified current events, skills, knowledges, and/or attitudes and behaviors pertinent to the technology or occupation and relevant to the professional development of the student. This course was designed to be repeated multiple times to improve student proficiency.

THE COURSE DESCRIPTION FOR IMED 1391 – Graphic Novel is:
Introduction to the graphic novel. Includes illustration, character creation, narrative development and storyboarding.

Official WECM End-of-Course Outcomes (cannot be altered in any way):
Learning outcomes/objectives are determined by local occupational need and business and industry trends.

THE END-OF-COURSE OUTCOMES FOR IMED 1391 – Graphic Novel are:
Students will combine appropriate type, layout design and color theory to produce a well drawn, well written storyboard and booklet.

**Official SCANS Skills:**

The Secretary’s Commission on Achieving Necessary Skills (SCANS) was appointed by the Secretary of Labor to determine the skills people need to succeed in the world of work. Richland College is determined to prepare you with the knowledge and skills you need to succeed in today’s dynamic work environment. Towards this goal, these workplace competencies and foundation skills have been designed into the curriculum for this course:

- **Material and Facilities** - *Acquires, stores, allocates, and uses materials or space efficiently*
- **Monitors and Corrects Performance** - *distinguishes trends, predicts impacts on system operations, diagnose systems performance and corrects malfunctions*
- **Creative Thinking** - *generates new ideas*
- **Visualize (Seeing Things in the Mind’s Eye)** - *organizes, and processes symbols, pictures, graphs, objects, and other information*

**Required Lab Hours:**

This course contains lecture and lab components, both held during the posted class times. Students may need to put in additional time in the Multimedia Learning Center to complete assignments.

Students are required to spend at least 1 extra hour(s) per week outside of class working on student projects.

**Multimedia Learning Center Lab Information and Hours of Operation:**

The Multimedia Learning Center (972-238-6001) is located in Thunderduck Hall, T246 and is for all currently enrolled Multimedia and Game students to use for Multimedia and Game class work and projects.

Lab assistants and faculty are usually in the lab to answer questions, however multimedia tutoring is not available in the lab.

**LAB HOURS**

Mon-Thurs, 9 a.m.-9:45 p.m.; Fri, 9 a.m.-4:45 p.m.;
Sat (Spring & Fall), 12 p.m.-4:45 p.m.; Sat (Summer), closed;
Sun: closed

Lab is closed for the same Holidays as the College.
The Lab may close between semesters.
The Lab may be used as a Classroom at various times during the year and will not be available to drop-in students.

The other campus computer lab for credit student use is Del Rio, D229, which has longer lab hours.

*All Multimedia (credit and continuing education) students must show a Student ID Card to use the lab and check out any equipment. IDs are available at the Office of Student Life in El Paso Hall, E040.*

**Textbooks:**

**Recommended Textbooks:**

1. **Making Comics: Storytelling Secrets of Comics, Manga and Graphic Novels**
   Scott McCloud
   1st edition
   978-0060780944
   William Morrow Paperbacks
Supplies:

**Required Supplies for all Courses:** headphones and some kind of external storage: jump drives, external hard drives, blank CD-Rs/DVDs or cloud storage like Dropbox.

**Course Outline:**

### Week 1:
- **Class 1:**
  - Intro to course. We discuss the history of Comics / Graphic Novels through 1920’s. You also get to see the instructor’s portfolio. We discuss the class and first assignment.
  - We discuss treatments, scripts, thumbnails, final roughs, presentation and production storyboarding. Write 3 treatments-topics of your choice or they’ll be assigned.
- **Class 2:**
  - Continue the history of Comics / Graphic Novels.
  - Continue discussing treatments, scripts, thumbnails, final roughs, presentation and production storyboarding.
  - Will discuss treatments in class. Script and sketch 12 thumbnails for one treatment of your choice.

### Week 2:
- **Class 1:**
  - Continue the history of Comics / Graphic Novels.
  - Begin discussion of figure - building and perspective.
  - Continue scripting and sketching 12 thumbnails for one treatment of your choice.
  - Gather examples of cartoons you really like. Make one page of doodles.
- **Class 2:**
  - Continue the history of Comics / Graphic Novels.
  - Will look at advertisements and analyze for basic story and shot flow.
  - Continue discussion of figure - building and perspective.
  - Review scripting thumbnails, doodles and collected cartoons.

### Week 3:
- **Class 1:**
  - Continue history of Comics / Graphic Novels.
  - Will discuss figures and storylines in class.
  - Sketch and turn 5 heads and hands. Set up still life at home and sketch. I will show you how.
  - Will look at advertisements and analyze for basic story and shot flow.
  - Will review techniques for rendering final art. Not to worry, this might not be the right path for you.
- **Class 2:**
  - Continue history of Comics / Graphic Novels.
  - Start sketching out final roughs for first storyboard. We’ll choose a medium that fits you.
  - Will reviews heads and still life projects.
  - Will demo Illustrator and Photoshop as alternative mediums to use. Will demo how I want the final product to look.

### Week 4
- **Class 1:**
  - Continue history of Comics / Graphic Novels.
  - Start producing two figures from storyboard. Clothe and turn figure 3 times using handouts as guides. Use any medium demo’d in class.
• Continue roughing out final panels for first storyboard. Need to see at least 16 panels. Will discuss color theory and schemes as time permits.
• Will demo Illustrator and Photoshop as needed.
• Class 2:
  • Continue history of Comics / Graphic Novels.
  • Will review progress on figure turns, storyboard.
  • Will demo Illustrator and Photoshop as needed.
  • Will demo hand held mediums. Not to worry, this might not be the right path for you.

Week 5:
• Class 1:
  • Continue history of Comics / Graphic Novels.
  • Will review stage lighting and directions and what you can expect to see at a photo or video shoot.
  • Will demo InDesign as a means of final framing of storyboards.
  • Will review progress on figure turns, storyboard.
  • Will demo hand held mediums.
• Class 2:
  • Continue history of Comics / Graphic Novels.
  • Will review progress on figure turns, storyboard.

Week 6:
• Class 1:
  • Continue history of Comics / Graphic Novels.
  • Start wrapping up the storyboard. I’d like to finish by week 7.
  • Start review of acoustics and sound design and what you can expect to see at a video shoot.
  • Will review Adobe Premiere as a means of producing animatics.
• Class 2:
  • Continue history of Comics / Graphic Novels.
  • You should have several frames done. We’ll put frames in Premiere and produce a simple timeline based animatic.

Week 7:
• Class 1:
  • Continue history of Comics / Graphic Novels.
  • Continue wrapping up storyboard. I’ll help if you’re having problems.
  • Lecture on color theory and color schemes
• Class 2:
  • Continue history of Comics / Graphic Novels.
  • Turn in storyboard.
  • Lecture on color theory and schemes as needed.
  • Start talking about layout, design and typography of graphic novel.
  • Will review more techniques for rendering final art

Week 8:
• Class 1:
  • Continue history of Comics / Graphic Novels
  • Continue talking about layout, design and typography of graphic novel. These novels may be derived from the storyboards.
  • Start layout sketches of first two page spread.
• Class 2:
  • Continue history of Comics / Graphic Novels.
  • Review layout sketches of first two page spread.
  • Start final comps for 2-page spread.
  • Discuss cover design and start sketches

Week 9:
• Class 1:
  • Continue history of Comics / Graphic Novels.
• Review final comps for first 2-page spread.
• Review cover designs and start final comps.
• Will review more techniques for rendering final art. Not to worry, this might not be the right path for you.
• **Class 2:**
• Continue history of Comics / Graphic Novels.
• Start the final finish for cover and first 2-page spread. You choose the medium.

**Week 10:**
• **Class 1:**
• Continue history of Comics / Graphic Novels.
• Continue and start wrapping up cover and first 2-page spread.
• Will discuss human anatomy and character style sheets. Pick a character and turn at least three times.
• **Class 2:**
• Continue history of Comics / Graphic Novels.
• Finish cover and first 2-page spread. Start sketches for second 2-page spread.
• Will continue discussion of human anatomy.
• Continue character style sheets and turn in at end of semester.

**Week 11:**
• **Class 1:**
  Continue history of Comics / Graphic Novels.
  Will discuss special effects in photoshop that you might want to use. Perhaps you have some of your own you’d like to share.
  Review basic tenets of Gestalt.
  Will review sketches for 2-page graphic novel spread. Go to final pencil comps.
• **Class 2:**
  Continue history of Comics / Graphic Novels.
  Will review final pencil comps for second 2-page spread. Proceed to final finish.

**Week 12:**
• **Class 1:**
  Continue history of Comics / Graphic Novels.
  Will review second 2-page spread.
  Will review character style sheets
• **Class 2:**
  Continue history of Comics / Graphic Novels.
  Will review second 2-page spread.
  Will review character style sheets.

**Week 13:**
• **Class 1:**
  Continue history of Comics / Graphic Novels.
  Continue photoshop and Illustrator demos as needed.
  Will review second 2-page spread.
  Will review character style sheets
• **Class 2:**
  Continue history of Comics / Graphic Novels.
  Continue photoshop and Illustrator demos as needed.
  Will review second 2-page spread.
  Will review character style sheets

**Week 14:**
• **Class 1:**
  Continue history of Comics / Graphic Novels.
  Continue photoshop and Illustrator demos as needed.
  Have second 2-page spread finished by end of the week.. Will review all art produced during semester.
  Will review character style sheets.
Class 2:
- Finish history of Comics / Graphic Novels.
- Continue photoshop and Illustrator demos as needed.
- Have second 2-page spread finished. Will review all art produced during semester.
- Will review character style sheets

Week 15:
- Class 1:
  - Continue photoshop and Illustrator demos as needed.
  - Continue to review and modify all art produced during semester. We are now in contest mode. All national student contests are in February – March.
  - Will review character style sheets.
  - Will review how to print the books.
- Class 2:
  - Continue photoshop and Illustrator demos as needed.
  - Continue to review and modify all art produced during semester. We are now in contest mode. All national student contests are in February – March.
  - Finish character style sheets

Week 16:
- Class 1:
  - Work Day: Complete and hand in all work – yes even late work.
- Class 2:
  - Final critique of all work produced
  - Fill out teacher evaluation forms. Have a nice break.

Grading Procedure:

<table>
<thead>
<tr>
<th>Grading Legend</th>
<th>Points Breakdown</th>
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<tbody>
<tr>
<td>A = 90 - 100</td>
<td>Assignments - 40 points</td>
</tr>
<tr>
<td>B = 80 - 89</td>
<td>Treatments / Storyboard - 20 points</td>
</tr>
<tr>
<td>C = 70 - 79</td>
<td>Graphic Novel Spread - 20 points</td>
</tr>
<tr>
<td>D = 60 - 69</td>
<td>Animatic - 5 points</td>
</tr>
<tr>
<td>F = 0 - 59</td>
<td>Participation – 5 points</td>
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<td></td>
<td>TOTAL - 100 points</td>
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</tbody>
</table>

Grade Reports:
Final grade reports are not mailed to students. You may view your final grades via eConnect. From the Current Credit Student menu, select “My Grades” under “My Personal Information.” If you are not already logged in, you will be prompted to do so. Select the grade type you wish to review. Press the submit button, and all grades for the selected grade type will be shown.

Academic Calendar:

2019 Fall Multimedia/Photography/Game Day Courses Calendar

August 26, 2019 – December 12, 2019
Fall 2019 MW, TR, MWF, HS classes and regular online classes.
Saturday only courses, Evening Flex Term courses and Online Flex Term courses have different calendars.

<table>
<thead>
<tr>
<th>CALENDAR DATE</th>
<th>CALENDAR DATE DESCRIPTION</th>
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<tbody>
<tr>
<td>August 26 (M)</td>
<td>Monday – Friday Day Classes Begin</td>
</tr>
<tr>
<td>August 31 (Sa)</td>
<td>First Saturday the Multimedia Lab will be open.</td>
</tr>
<tr>
<td>September 2 (M)</td>
<td>Labor Day Holiday - campus closed, including lab.</td>
</tr>
<tr>
<td>CALENDAR DATE</td>
<td>CALENDAR DATE DESCRIPTION</td>
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</tr>
<tr>
<td>September 9 (M)</td>
<td>12th Class Day / Census Day for Monday - Friday day classes and regular online classes. Last day to drop a course without receiving a &quot;W&quot; grade on transcript.</td>
</tr>
<tr>
<td>November 14 (R)</td>
<td><strong>Final Withdraw Date:</strong> Last Day for Monday - Friday day classes and regular online classes to withdraw with a grade of &quot;W&quot;.</td>
</tr>
<tr>
<td>November 28 –</td>
<td><strong>Thanksgiving Holiday:</strong> College buildings &amp; offices (including the lab) will be closed for the holiday.</td>
</tr>
<tr>
<td>December 1 (R-Su)</td>
<td><strong>Final Exams:</strong> See the online Final Exam Schedule for your exam times.</td>
</tr>
<tr>
<td>December 9-12 (M-R)</td>
<td><strong>Semester Ends.</strong> Last day lab is open for the semester.</td>
</tr>
</tbody>
</table>

**Drop Date:**

*September 9 (M)* is the last day to drop from this course without receiving an automatic "W" and without the course reflecting on your transcript.

**Withdrawal Date:**

*November 14 (R)* is the last day to withdraw from this course with an automatic "W".

**Institutional Policies:**

Available at: [Syllabus Institutional Policy Statements](#)

**Classroom Policies:**

Please read the following classroom policies listed below.

**Attendance Policy:**

In order to be successful, students must attend and participate in enrolled courses.

While Richland College does not have a formal attendance policy, students are expected to attend class regularly. If you know you will be missing classes this semester, please speak to your instructor about days you will be missing so you can receive information on the missed lessons and assignments.

If you are unable to attend class, please email the instructor or leave a message for the instructor at the ACCESS Office at (972) 238-6140 BEFORE THE CLASS BEGINS.

It is imperative students arrive to class on time and remain in class the entire session each week.

**Food and Drink Policy:**

Except where otherwise determined by a faculty member, no eating or drinking is allowed in the classroom.

**Web Server Posting Policy:**

The Richland Student Web Server is open to all users of the World Wide Web. Any information students or instructors place in their files is readable by any user of the World Wide Web.

**Computer/Internet Use Policy:**

Currently enrolled Richland College Multimedia, Game, and Photography students have access to the Multimedia Lab and classroom computers for Multimedia/Game/Photography educational and instructional purposes only.

Please use the Del Rio Computer Lab (D229) for other school-related assignments and non-Multimedia/Game/Photography activities.
Students using their own laptops must use the wireless connection in the Thunderduck Hall building and **cannot** use the Multimedia lab and classroom computer data lines to access the Internet.

You are required to show your Richland Student ID when requested by lab personnel. You are expected to follow lab policies as well as the [Student Code of Conduct](http://www.richlandcollege.edu/conduct/) specified in the catalog. If the link does not work for you (ie: you have a hard copy of the syllabus), copy/type this url into your browser window: http://www.richlandcollege.edu/conduct/

**Safety Policy:**
Students should participate in this class in a safe, appropriate manner. We occasionally have to step over cords for the multimedia cart and/or computer equipment. We also need to watch out for boxes and paper, students’ backpacks, etc. Students should begin to build good computing habits, designed to prevent eyestrain, carpal tunnel syndrome, etc.

**Handheld Devices Policy:**
Please **turn OFF** all electronic devices during class.

**Participation Policy:**
Course participation is required. Ask questions and be involved with the lesson.

Students should not surf the Net, play games, send emails or work on unrelated homework/projects during class. Students should not disturb your neighbors during lectures and demos.

**End of Each Class Policy (for face-to-face classes):**
When you leave class for the day, please...

1. Delete all your files from your workstation and empty the trash.
2. Shut down your computer using Windows Shut Down.
3. Turn off your monitor after computer has COMPLETELY shut down.
4. Pick up and throw away any trash around your seat.

**Attention Continuing Education Students:**
To receive a certificate for this course, you must make a grade of "C" or higher as a final grade. A grade average of 69% or lower is failing.

Continuing Education will not mail your certificate to you. If you do not receive your certificate the last day of class you will have to pick up your certificate at the Continuing Education Front Desk, T160.

**The Multimedia Learning Center Department’s Web Sites:**
- [Multimedia](#)
- [Photography](#)
- [Game](#)

The Multimedia Learning Center is part of the Richland College School of Engineering and Technology. Office: Wichita Hall, WH-101 • Phone: 972-238-6210.

**Student Acknowledgement:**
Please download, read and sign this [Student Acknowledgement](#) and turn it in to your instructor.