Fall 2015
GRA 3747c: Intermediate Illustration
Visual Sequential Narrative
Room: VAB 213b       Class Time: Friday: 11:00 am-4: 50 pm
Instructor: Chuck Abraham        Office: VAB 105I
Email address: Charlie.Abraham@ucf.edu
Phone: 407-823-2860
Office Hours: Tuesdays and Thursdays 1:30-3:30pm

Course Objectives
Through a series of assignments on pictorial problems as they relate to the field of illustration for sequential content (graphic novels and comics) the student will build a repertoire of illustration skills and techniques. Practical real-world assignments begin with the student working in black and white media to produce works in visual sequential narrative across a wide gamut of genres. Emphasis is placed on finding and developing a personal style of storytelling through visual expression and authentic technique. This is achieved through an exploration of traditional and digital media for reproduction. The ability to draw in a representational manner is essential for this course.

How the Course Works
Classes meet once a week, on Fridays from 11am -4:50 pm. Students will make extensive use of the Internet and UCF library as well as other sources for research relating to the class assignments. Lectures, demonstrations and critiques will take place during the first half of time period. The second half of class will be studio time dedicated to working on assignments given and supervised by the instructor. You will be graded on all visual material produced during the semester including concepts, thumbnails and roughs and sketchbooks.

This course will be treated as a real world model. Students are expected to show up on time and act in a professional manner. Students are expected to be present during and work on projects in class during the scheduled studio time. All work must be turned in on time and deadlines met matching the criteria set for the assignment.

Prerequisites for this course are:
ART 2201c, ART 2203c, ART 2300c, ART 2301c and a satisfactory portfolio review.

Supplies
Students will have the option of working with traditional materials or with digital media. Traditional materials will be of a specialized nature you will need to purchase certain supplies over and above what is normally covered by lab fees. Final versions of all assignments will be presented digitally and key works will be printed in class. Changes are that if you have had any studio course you may already have
some of these materials, if not they are readily available at local art supply stores that offer student discounts.

These materials are:
1 pad Hot Press Bristol Board -14 x 17
1 pad Tracing Paper 11 x 14
Archival Ink –Disposable Pens (Micron, Faber Castell etc. various sizes 0,2, 3,5)
Archival Ink Brush Pens S, M, L
Non-Reproducible Pencils
2-b or Mechanical pencils
Kneaded Eraser
Magic Rub Eraser
Dip Pen with Cartooning Nib- 512 Extra Fine
Rulers, Triangle, Curves and Templates
Various brushes (cheap)
Xacto knife
Dr. Martin’s Pro Opaque watercolor (white)

We will discuss the options for working in digital media during the first class session.

Supplies should be purchased before the start date listed below. As an example you will need the media for Project 1 no later than the second day of class (Friday September 4th).

Assignments
Each assignment will concern itself with media and effects covered in tutorials discussed during the lectures and demonstrations. The content will be based on editorial works of fiction drawn from a variety of genres. The bulk of the content for this semester will be drawn from the works of pulp fiction authors or from original storylines. Most of the work produced will concern character design and environment to convey a sense of story, concentrating on creating scenes that move the story forward through the characters action. Emphasis will be placed on creating multiple point perspective environmental backgrounds and the incorporation of characters into these environments, along with the use of the figure in action.

Topics Covered: Partial List
Visual Narrative techniques
Human physiology
2, 3 and 4-point perspective
Chiaroscuro effects for impact
Creating natural textural effects
Type and panel layout
Typographic and hand lettering
Recommended Reading List:
Comics and Sequential Art: Principles and Practices
Will Eisner
Graphic Storytelling and Visual Narrative
Will Eisner
Writing for Comics and Graphic Novels
Peter David
Dynamic Anatomy
Burne Hogarth
Dynamic Light and Shade
Burne Hogarth

Projects Schedule
Assignment 1 (Due Friday August 28th)
Sign and return syllabus receipt page

Assignment 2 (Due Friday, September 11th)
Character development outline

Assignment 3 (Due Friday September 18th)
Pencils for character design

Assignment 4 (Due Friday September 25th)
Story synopsis

Assignment 5 (Due Friday October 9th)
Character design inked

Assignment 6 (Due Friday October 16th)
Pencil roughs for splash page (page 1)

Assignment 7 (Due Friday October 30th)
Pencils for pages 2-3

Assignment 8 (Due Friday November 13th)
Pencils for double truck layout (pages 4-5)

Assignment 9 (Due Friday November 20th)
Pencils for pages 6-8

Assignment 10 (Due Friday December 11th)
All pages plus cover final ink and type

Grades
Grades are based on mastery of medium, drawing ability and overall compositional design of the final illustration work as well as meeting the deadline and defined criteria for each assignment. You will be graded on all visual material produced during the semester including concepts, thumbnails and roughs.
**Grade Rubric**

Syllabi sign and return 100 points  
Projects 1-10 1500 points  
(10 @ 150 points each)  
Final Project 400 points  
Maximum 2000 points

**Grade Scale**

<table>
<thead>
<tr>
<th>Points Range</th>
<th>Grade</th>
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<tbody>
<tr>
<td>1800–2000</td>
<td>A</td>
</tr>
<tr>
<td>1600–1799</td>
<td>B</td>
</tr>
<tr>
<td>1400–1599</td>
<td>C</td>
</tr>
<tr>
<td>1000–1399</td>
<td>D</td>
</tr>
<tr>
<td>Below 800</td>
<td>F</td>
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</tbody>
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**Grades: Grade Breakdown**

**A** Indicates superior achievement. The work shows consistently original, appropriate, well resolved solutions as a result of in-depth research. Deadlines and attendance are met. Execution is at a professional level.

**B** Work is determined to be slightly lower in quality of creative solution and execution, but above average. It may be lacking in polish or appropriateness as a solution.

**C** Work is average, (not inferior). May lack originality, be less of an appropriate solution or unprofessional in execution.

**D** Meets only the minimum quality requirements

**F** Indicates failure to meet minimum quality requirements

**Grade Dissemination**

Graded materials in this course will be returned individually. You can access your scores at any time using the Grade Book function of Webcourses. Please note that scores returned mid-semester are unofficial grades.

**Course Policies**

**Deadlines**

All projects must be completed and turned in during the first 20 minutes of class on the date due. Ten points will be deducted from project turned in late on the due date. Projects not turned in during the class period of the due date will result in a zero and cannot be redone and resubmitted. You may arrange to submit your work
early or send it in with a colleague but you are always responsible for submissions to be turned in on time.

Disability Access:
The University of Central Florida is committed to providing reasonable accommodations for all persons with disabilities. This syllabus is available in alternate formats upon request. Students who need accommodations must be registered with Student Disability Services, Ferrell Commons Room 185, phone (407) 823-2371, TTY/TDD only phone (407) 823-2116, before requesting accommodations from the professor.

Attendance Policy:
Students are expected to be on time and stay for the full class period. Students who habitually disturb the class by talking, arriving late, etc., and have been warned may suffer a reduction in their final class grade. Since this class meets only once a week and is 6 hours long, attendance will be taken before and after the 30 minute mid class break. After three unexcused absences have been recorded your final Grade will be dropped by One Letter. You can withdraw from the course but it must be before the final date allowed. Family emergencies or other circumstances will be taken into consideration.

Professionalism Policy:
Per university policy and classroom etiquette; mobile phones, iPods, etc. must be silenced during all classroom and lab lectures. Those not heeding this rule will be asked to leave the classroom/lab immediately so as to not disrupt the learning environment. Please arrive on time for all class meetings.

Course Policies: Communication
All communication with student’s to/from faculty will take place through the students Knights email account. Academic Conduct will be held to the standards put forth in the UCF Student Handbook. It is the student’s responsibility to read and be aware of The Golden Rules of Conduct. Cheating or plagiarism of any kind will result in failure in the course and possible expulsion from the University.

Important Dates
Drop/Swap Deadline: Thu, August 27th, 2015
Add Deadline: Friday, August 28th, 2015
Withdrawal Deadline: Mon, November 2nd, 2015
Labor Day: Mon, September 7th, 2015
Veterans Day: Wed, November 11th, 2015
Thanksgiving: Thursday, November 26th, 2015
Final Examination: Friday, December 11th, 2015
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I,_________________________________________ (Sign & Print Name)
PID____________________________ hereby state that I have fully read and understand the GRA3747c syllabi. By signing below I agree to the terms of the syllabus as a contract for this course. If I fail to follow these terms, I am aware of the consequences that will result. I also understand that failure to return this sheet by August 28th, 2015 will result in the withholding of my grades for the course.