



VISUAL STORYTELLING_Lesson Plan

Essential Question: What makes for strong visual storytelling in comics, graphic novels, and picture books, and how can we use those ideas and techniques to craft our own unique and intriguing stories.

Mission Statement: Visual storytelling is a huge part of how we digest information and convey ideas in not only art, but in a host of creative endeavors. Through exploring the works of a variety of creators and crafting our own one page story, the students will learn how to communicate ideas through visuals paired with strongly crafted storytelling.

<u>Learning Objectives</u>	<u>In-class Assignment</u>	<u>Assessment Criteria</u>
1. Intro to Visual Storytelling	1. Introduce concepts of visual storytelling w/ brainstorming and imagineering	1. Idea development document (written from visual brainstorm)
2. Developing a story: Part 1	2. Talking about crafting a compelling story.	2. 1 page story idea with character info
3. Developing a story: Part 2	3. Individual discussion on student stories.	3. 1 page story with dialogue and visual prompts
4. Character design	4. Showing examples of strong character design	4. Character designs/ Minimum of three
5. Drawing for story	5. Viewing and discussing examples of good composition	5. Draft 1_1 page initial story layout
6. Composition and storyboarding	6. Discussion on what makes powerful composition	6. Draft 2_1 page story layout (w/ dialogue)
7. Inking and finishing	7. Working on refining projects for print.	7. Draft 3_1 page story layout (finalized)
8. Concepts of digital production	8. Discussion of digital tools used in graphic novel development	8. Brief demonstration of WITS writer's process

Assignment Breakdown:

1. Visual Storytelling_Brainstorm Document

Through free word association and sketching, start developing a story idea. This work can be based on personal experience, world events, or totally from your imagination. Please include keywords and small drawings to capture your ideas.

Example: *Syllabus* by Lynda Barry

2. Developing A Story Part 1_One Page Document

Based on the visual brainstorm from lesson one, start to compile a one page story document. This should include a list of important characters, and a 500 word story breakdown.

Example: *Blacksad* by Juan Diaz Canales and Juanjo Guarnido

3. Developing A Story Part 2_One Page Story w/ Dialogue and character sketches

Character sketches are important for effective storytelling, as well as visual continuity. In this lesson, we will be refining our stories from lesson two, and fleshing out our scripts.

Example: *Rocketeer: Cargo of Doom (The Rocketeer)* by Mark Waid

4. Character Design

We'll be putting together character bios and sketches.

Example: *The Art of Overwatch* by Blizzard Productions

5. Drawing for Story_Reviewing Good Graphic Novels

Students will be given the opportunity to sample from a number of different kinds of comic books and graphic novels to see many approaches to visual storytelling. Their assignment will be to visit a comic book store, bookstore, or library and discover a new graphic novel.

Example: *The Art of Hellboy* by Mike Mignola

6. Drawing for Story_Storyboarding

We are exploring page layout, good pacing, and visual cues. Each student will put together a rough storyboard of their one page story. They can continue to refine their page after class and until the next lesson.

Example: *Rocketeer: Cargo of Doom (The Rocketeer)* by Mark Waid

How to Draw Comics the Marvel Way by John Buscema and Stan Lee

7. Inking and Finishing

Finalizing our one page comics, inking drawings, and working on lettering in dialogue.

Example: *Inking Comics by DC Comics*

8. Digital Layout Techniques

This lesson will be a presentation on using digital layout and design programs like Adobe Creative Suite, MangaStudio, and CorelDraw.

***Final Project:** We will collect the individual stories together into a graphic novel with that explores the "American identity" and the identity of the diverse individual creators.

Web resources:

1. 24 Creative Sketchbooks to Inspire Students (for idea creation)
<http://www.studentartguide.com/articles/art-sketchbook-ideas>
2. 10 Beautiful of Sketchbooks Famous Artists (for idea creation)
<http://the-creative-business.com/10-beautiful-sketchbooks-famous-artists/>
3. Hark! A Vagrant: The art of Kate Beaton <http://beatonna.tumblr.com/>
4. The Adventures of Delilah Dirk by Tony Cliff <http://www.delilahdirk.com/#>

Book resources:

1. ***Syllabus*** by Lynda Barry
2. ***Blacksad*** by Juan Diaz Canales and Juanjo Guarnido
3. ***Rocketeer: Cargo of Doom (The Rocketeer)*** by Mark Waid
4. ***The Art of Overwatch*** by Blizzard Productions
5. ***The Art of Big Hero Six*** by Jessica Julius and John Lasseter
6. ***The Art of Hellboy*** by Mike Mignola
7. ***How to Draw Comics the Marvel Way*** by John Buscema and Stan Lee
8. ***Inking Comics by DC Comics***
9. ***Framed Ink: Drawing and Composition for Visual Storytellers*** Book by Marcos Mateu-Mestre

WITS Writer/Illustrator:



**Brian W. Parker – AUTHOR, ILLUSTRATOR, and
CREATOR OF THE FANTASTICAL**

Brian grew up in Alaska, then Mississippi, and has always been in love with storytelling in every medium. He earned a BFA in graphic design & illustration and an MA in writing & publishing, and now spends his days working in youth publishing (so cool, right?) through his company, Believe In Wonder, w ***cience***