COMIC BOOK ILLUSTRATION

Comic Book Illustration is a visual sequence that creates a narrative through multiple panels. Drama and mood are created through proximity, scale, perspective, contrast, color and often dynamic character poses.

In this project you will explore staging and posing of figurative characters. We will discuss character design and fundamentals of cinematic camera angles.

You will start with a narrative that can be described in a one-page multi-panel composition. Research comic book illustrators to get a sense of how you can create layouts and render line-quality and color. Sketch thumbnails of characters, props and environments as a bird's-eye view in order to understand what is taking place and where. Then determine the most appropriate proximity, angle and scale to present the narrative and develop thumbnails for the individual panels, keeping the overall context and composition in mind. Experiment with different approaches to the layout and critique in small groups. There is no requirement for composition dimensions other than it should be appropriate to where it will eventually live.