

ART A269: CARTOONING 1

Item	Value
Curriculum Committee Approval Date	12/08/2021
Top Code	100210 - Painting and Drawing
Units	3 Total Units
Hours	108 Total Hours (Lecture Hours 27; Lab Hours 81)
Total Outside of Class Hours	0
Course Credit Status	Credit: Degree Applicable (D)
Material Fee	Yes
Basic Skills	Not Basic Skills (N)
Repeatable	No
Open Entry/Open Exit	No
Grading Policy	Standard Letter (S)
Associate Arts Local General Education (GE)	<ul style="list-style-type: none"> • Area 3 Arts and Humanities 3B Active Participation (OC2)
Associate Science Local General Education (GE)	<ul style="list-style-type: none"> • Area 3A Arts (OSC1)
California State University General Education Breadth (CSU GE-Breadth)	<ul style="list-style-type: none"> • CSU C1 Arts (C1)

Course Description

A basic course in cartooning for students interested in learning how to cartoon without any previous formal art training. Transfer Credit: CSU; UC.

Course Level Student Learning Outcome(s)

1. Formulate a cartoon concept from an original idea.
2. Create a series of cartoons illustrating an original concept.

Course Objectives

- 1. Draw cartoons.
- 2. Express themselves through the media of cartoon.
- 3. Understand basic design and drawing principles.
- 4. discuss cultural influence of cartooning
- 5. Demonstrate technical skills.
- 6. Articulate skills that explain and solve problems.
- 7. Apply an historical appreciation of cartooning.
- 8. Demonstrate presentations skills.

Lecture Content

The Art of Cartooning History Style Development Genre Technology communication Social Political considerations Ethnic Eurocentric tradition Satire art Faces Sizes Shapes Expression variety. Bodies Sizes Shapes Variety Action Gesture Clothes Creative concepts Idea initial concept Realization Initial sketches refinement Black accents in the cartoon Shading Line form Tissue work-ups to final cartoon rendering Photo-ready artwork Historical development Digital preparation Portfolio preparation Creative cartooning Magazine caption cartoons Political cartoons Sports cartoons.

Lab Content

Lab emphasis: script writing, character design, rough comps, lettering and finished project. 1. 3 panel comic with no text inspiration from Mutto and Phoenix comic formats 2.Simplified drawing elements lines, circles, and shape characters 3.Captions and conversations: the verbal part of cartooning 4.Character and silhouette generation 5.8 page comic with characters and story 6.Design and ink 5 examples of expressive text. 7.Design Main Characters: Protagonist and Antagonist 8. Penciling and inking final pages

Method(s) of Instruction

- Lecture (02)
- Lab (04)

Instructional Techniques

Slide and video presentation. Field trips. Student critiques.

Reading Assignments

Research historical and contemporary comic strip and magazine styles to inspire personal comic creation.

Writing Assignments

Writing assignments/proficiency demonstrations: Written critique of daily work Written reports of work seen outside of class Group critiques of student work

Out-of-class Assignments

1. Prepare rough script for in-class completion 2. Prepare rough character designs for in-class completion.

Demonstration of Critical Thinking

Skills demonstration. Project development. Problem solving exercise. Final presentation

Required Writing, Problem Solving, Skills Demonstration

Writing assignments/proficiency demonstrations:Written critique of daily workWritten reports of work seen outside of classGroup critiques of student work

Eligible Disciplines

Art: Master's degree in fine arts, art, or art history OR bachelor's degree in any of the above AND master's degree in humanities OR the equivalent. Note: 'master's degree in fine arts' as used here refers to any master's degree in the subject matter of fine arts, which is defined to include visual studio arts such as drawing, painting, sculpture, printmaking, ceramics, textiles, and metal and jewelry art; and also, art education and art therapy. It does not refer to the 'Master of Fine Arts' (MFA) degree when that degree is based on specialization in performing arts or dance, film, video, photography, creative writing, or other non-plastic arts. Master's degree required.

Other Resources

1. Selected hand-out materials provided by the instructor.