

(Virtual) Comics Drawing and Beyond with Tor Warren

Day 1: Who are we? (Intro to Anthologies)

Introductions to other students, to classroom rules.

Draw comics about ourselves and what we like, share them, and go over critique rules.

Encourage artists to bring in pieces that inspire them.

Day 2: What are Comics? (Comic Fundamentals)

Get into drawing comic basics, panels and page breakdowns, lecture about how we read comics, examples with speech bubbles, comics vs manga.

Day 3: What are comics about? (Storywriting)

Lecture about story structure, how one page leads into another page.

Thumbnailing, script-writing. Script-swapping activity with critique.

Day 4: What are comics tips and tools? (Tricks of the Trade)

Talk about specific comic conventions, like the 180 rule, and how we move from panel to panel.

Ask artists to find these conventions in their examples.

Day 5: What's a comic pitch? (Comics in Business)

How to talk about what we make, and how to get people interested in what we make. Comic portfolios!

Day 6: How do we format and print comics? (Digitizing and Printing)

1 page minizines, plus scanning and printing and layout design.

Day 7: Work Day

Everyone will have time to work on their pieces.

Day 8: Critique Day

Everyone will take some time to present the work they've been doing, and ask for feedback from everyone else.

Day 9: Work Day

Everyone will have time to work on their pieces.

Day 10: Showcase Day