

GRAPHIC NOVEL WRITING and ILLUSTRATION COURSES

CE0351

Introduction to Comic Art

Ten-session course
Offered fall semester
2.50 CEUs
\$650.00

Participants will survey the continuing evolution of comic art of the past 100 years. Lectures and discussions will focus on influential cartoonists who have mastered the ability to communicate through sequential illustrations. Participants will learn to see beyond what they expect from a graphic novel to discover creative possibilities for themselves.

Fall 2009 schedule:
Wednesdays, September 23, and 30;
October 7, 14, 21, and 28;
November 4 and 18;
December 2 and 9
7:00–9:30 pm

CE0352

Graphic Novel as Literature

Ten-session course
Offered spring semester
2.50 CEUs
\$650.00

This course is an in-depth study of the nature and content of graphic novels. Through discussion, participants will examine various approaches to storytelling, character development, and the use of images. Participants will survey different graphic-novel genres, including memoir, fantasy, fiction, social criticism, and history, by reading selections of such authors as Art Spiegelman, Craig Thompson, Will Eisner, and Marjorie Satrapi.

Spring 2010 schedule:
Wednesdays, February 3, 10, 17 and 24; March 3, 17, 24, and 31;
April 7 and 14
6:30–9:00 pm

CE0353

Writing the Graphic Novel I

Ten-session course
Offered fall semester
2.50 CEUs
\$650.00

Writing the Graphic Novel I is a workshop designed to guide participants through the early stages of writing a graphic novel. Participants will learn to create engaging, active characters; develop coherent narrative around those characters; write a detailed scene-by-scene outline of their story; and begin scripting through such graphic-novel formats as page breaks and panel descriptions.

Fall 2009 schedule:
Thursdays, September 24;
October 1, 8, 15, 22, and 29;
November 5, 12, and 19; December 3
6:30–9:00 pm

CE0354

Illustrating the Graphic Novel I

Ten-session course
Offered spring semester
2.50 CEUs
\$650.00

This intensive workshop is designed to guide participants through the early stages of developing the look of a graphic novel, character designs, and the overall visual style. Participants will choose a story or have their own story idea that they wish to illustrate. Attendees will learn to develop model sheets for the main characters, find all visual references necessary (i.e., locales, props), storyboard/block out four pages of the story, and script and draw four pages of the story.

Spring 2010 schedule:
Tuesdays, February 2, 9, and 23;
March 2, 16, 23, and 30;
April 6, 13, and 20
6:30–9:00 pm

CE0357

Graphic Novel Portfolio Project

Six-session course
Offered fall semester
1.50 CEUs
\$390.00

Each participant will rewrite, refine, and present his/her graphic novel for critical review. They also will be encouraged to submit their work for publication, and discuss such professional practices as searching for an artist (writer or illustrator) to collaborate with.

Fall 2009 schedule:
Tuesdays, September 22 and 29;
October 6, 13, 20, and 27
6:30–9:00 pm

CE0358

Freelancing as a Graphic Novelist

Six-session course
Offered fall semester
1.50 CEUs
\$390.00

Participants will learn survival strategies for artistic collaboration, self-promotion, publication, marketing, copyrights, and other pertinent topics related to real-world work as a graphic novelist.

Fall 2009 schedule:
Tuesdays, November 3, 10, 17, and 24;
December 1 and 8
6:30–9:00 pm

About Continuing Education Units (CEUs) at Emerson College...

Non-credit learning activities offered by Professional Studies and Special Programs offer Continuing Education Units (CEUs). The CEU is a nationally recognized method of quantifying the time spent in the classroom during professional development learning activities. The purpose of CEUs is to provide a permanent record of the educational accomplishments of an individual who has completed significant non-credit educational and career enhancement experiences. Ten hours of instruction equals 1.00 CEUs; one hour of instruction equals 0.10 CEUs.