

ANIM-215 Cartooning Syllabus

Instructor: James Hulse, BFA, Adjunct Instructor, Daemen Visual & Performing Arts Dept.

Contact Information:

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Materials:

Tracing paper pads (11"x14"), perforated page sketchbook (Approx. 12"x18"), large newsprint pad (Approx. 12"x18" or larger), pencils (I recommend a range from 4H to 4B. This includes a standard No. 2), one blue pencil, ebony pencils, erasers (kneaded or other), black brush tip marker (Copic or Other), Fine line marker (Micron, Pitt, or other).

Class Goals and Purpose:

Anim-215 Cartooning introduces students to the discipline of character design, caricature and basic drawing as they relate to the field of professional cartooning in its many forms. Students are encouraged to develop their own creative powers through personal sketchbook work, in-class assignments, and the study and exemplification of professional work.

Class assignments include but are not limited to:

Anatomy: Students will learn basic skeletal and muscular anatomy

Geodudes: Students will do multiple drawings of a stylized character ("Starman") focusing on mass along with gesture.

Gestureman: Students will further explore gesture with a more life-like character ("Gestureman").

Revived Golden Age Superhero: Students will be assigned an action Superhero from comics Golden Age and redesign him/her for a contemporary audience.

2-Part Sequence: Students will draw the same character in a 2-part sequence.

For example – an excited kid with an ice cream cone, followed by a dejected kid that's dropped cone. The idea is to show the same character in two different attitudes.

Child character: student will study the unique challenges of drawing a child character; each student will create a drawing of herself as a 6-year-old.

Character construction and silhouette: students will explore the use of simple shapes to construct characters with distinct, appealing silhouettes.

Three character assignments: Students will create 3 characters who occupy the same fictional universe. The challenge will be creating characters who are distinct in design but consistent stylistically.

Caricature: Students will review the work of established caricaturists, then will create a caricature of a famous person and then one of themselves.

Anthropomorphic Animal Character Design: Students will create a stylized cartoon character with animal traits that inform the look, shape, and personality of the character. Emphasis will be placed on mood and attitude.

Model Sheet: Students will design a model sheet for a fictitious animation project, showing a character of the students' design in various poses and expressions.

Presentation Project: Each student will choose an established, professional cartoonist (broadly defined: it could be a comic strip artist, comic book artist, animation designer, etc.) and create a presentation of that cartoonist's work to be given in class. The presentation should include samples of the cartoonist's work, information about their career and technique, and most importantly, a discussion of the student's appreciation of the work. Why are you drawn to it? What, specifically, appeals to you? Dates for the presentation will be assigned later in the semester.

Grading: Grades will be based on the timely completion of class assignments. Students will have the option of revising submitted work to improve their grade.

Attendance: Students are expected to come to class, on time and are expected to stay for the entire class period, unless dismissed early. If a student is unable to attend, please notify me before class. In the event that a student misses a class because of an emergency, please contact me as soon as possible after class. If a student accumulates three or more unexcused absences, his/her final grade will be lowered by one half letter grade.

Please keep cellphones turned off!

One final note: This is a drawing class. Nothing will impact your success in this class more than the time you put into drawing, in class and out, with focus, energy and discipline.