

Sousanis Comics as a Way of Thinking Day 1 Sept 8, 2015

Comics/6N ^{PROBLEM} Like "Books" → **TOO BIG!**

Enormous Wealth of Material, IDEAS TO EXPLORE

OUR FOCUS

→ How Comics Work - WHAT THEY ARE

→ How They Can Be Used to MAKE MEANING, TELL STORIES DISTINCT WAYS

Sense of the field, History, Significant Works

Burgeoning Genres → Memoir, Health, Journalism, Education, et

TO DO THIS

READ COMICS

S. McCloud Understanding Comics

M. Madden 99 Ways to Tell a Story

L. Barry Syllabus

P. Kuper The System

M. Satrapi Persepolis

E. Forney Marbles

Mazzucchelli/Krasnik/Arster

City of Glass

Also: Moore, Ware, Carre, Boulet, McGuire, ...

Scholars: Beatty, Hatfield, Chute, Harvey, Postema, ...

MAKE COMICS

o Learn From Inside Out

o Play, Dive in

o Try things, destabilize

o Quick Drawing Exercises

o constraint comics

o Journal - ala Barry, Rohde, etc

o Analyze Comics

Assignments

- Playful, Educational, meaningful to YOU

- FINAL - Your Exploration in comics (see Att. on Comics)

COMPLETE Digital Portfolio

(You Scan/Shoot - I organize)

TODAY

OVERVIEW

WHERE WE ARE HEADED

RULES: RESPECT ^{yourself} OTHERS
TRY, PLAY, Follow Through
- HAVE FUN!

LEARN ABOUT YOU

- what brought you here?
- why Comics? Bkgrd Comics?
- what do you want to get out of this?

ME

MY WORK - How that leads to this class
- Quick Tour

OPENING SALVO

Lynda Barry - on releasing to Draw

Sketch notes - M. Rohde, G. Forsythe, S. Torrance

EX: GRIDS/GESTURES - Abstract Comics - making Drawing ARE

HW: Read/Watch 3 things on visual note taking:

Make Quick Sketch/Note Diagram → What Brought You Here? → Where is you want to go?