



Art Con

Instructor Name: Lumen Miramontes

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Semester: SUMMER 2024, Session III

Days: Monday to Friday, June 17-28

Time: 10am-12pm

Course Description:

Get your tickets to ARTCON2024! This class will give you all the skills you need to develop your own graphic novel with an original cast of characters. We'll take inspiration from a library of books by authors such as Dav Pilkey and Victoria Jamieson, as well as the Firehouse's *Making Legends* Exhibition in partnership with SoonerCon to develop an exciting, colorful story of action and adventure. We will round out the class by making a cosplay of an original character for the end-of-camp showcase.

What will you learn?

Students will learn character design, story building, visual narrative design, and basic cosplay. Students will learn how to develop visual narratives using sequential art and design a cosplay of an original character.

Materials

Materials will be provided by the Firehouse.

Class Schedule:

Class 1: Students will learn about how sequential art and how graphic narratives were used throughout human history using the tenets of graphic storytelling. We will briefly talk about the history of sequential art styles reminiscent of comic strips from Ancient Egypt to Contemporary Times. Students will then brainstorm story ideas for their graphic novels and develop a cast of characters.

Class 2: We will delve deeper into character design and how the geometric shapes of characters speak to their personality traits. Students will make character sheets for their main characters. Students will then start to develop their settings, discussing perspective, value, and overlapping of shapes to convey depth.

Class 3: We will discuss action words and how to strategically incorporate text into your graphic novel. Students will begin laying out their graphic novels in their template books.



Class 4: Students will learn about color schemes and color theory by looking at examples in our graphic novel library. We will also discuss value and shading using colored pencil and watercolor. We will begin to examine cover art and sketch options for a front cover.

Class 5: Students will continue to fill out their graphic novel.

Class 6: Students will learn about Cosplays and brainstorm which character they want to replicate as a cosplay. They will explore the available materials and learn about how to pattern pieces using butcher paper.

Class 7: Students will Learn how to impart texture and relief detail in their costuming using cosplay foam, felt, and dry brushing.

Class 8: Students will learn how to make their cosplay functional using ties, snaps, and velcro.
Cosplay/Novel Work Day

Class 9: Cosplay/Novel Work Day

Class 10: Showcase Day