

FS4T

& OTHER CREATIVE COURSES

Graphic Novel 101 – Creating Your Own Comic Book

High School Level Course (8th Grade Welcome)

Course Objectives

Master the 3-act story structure to create engaging narratives.

Craft a meaningful theme to guide their comic.

Design characters with unique personalities, poses, and expressions.

Plan page layouts and panel pacing for clarity and impact.

Move from brainstorming to rough drafts and then to polished digital art.

Use Procreate (iPad app) as a professional tool for creating comics.

Publish their own comic in an anthology or as a self-published project.

Course Schedule – 12 Lessons

Lesson 1: Introduction to Comics & Storytelling

What makes comics powerful /essential components for a great story

Story structure

Creating an outline / script for your comic

Lesson 2: How to work digitally - Lesson in Pro-Create

Explore all the ins and outs of using Pro-Create

Create Concept Art

Lesson 3: The Comic Blueprint

Overview of comic world building

Creating the beginning of thumbnails

Lesson 4: General Comic Making rules

Setting goals in your comic

Lesson 5: Character Design

Creating expression sheets, poses

Begin sketching your comic

Lesson 6: Panel Layouts and Rhythm

Planning layouts and pacing

Choosing and practice panel layout

Lesson 7: Find Your Comic Style

Study styles of comic creators

Creating rough page sketches

Lesson 8: Backgrounds and Environments

Designing environments and backgrounds

Turning sketches into stronger layouts

Begin inking your comic with basics of layers, brushes, and inking

Lesson 9: Basic Framing

Strengthening story flow through types of shots

Camera angles to use in your comics

Lesson 10: Coloring

Explore color theory

Choose your comic colors

Applying color limits and palettes

Lesson 11: Lettering

Adding text and dialogue bubbles

Reviewing flow and consistency

Lesson 12: Polish and Publish Your Comic

Reviewing flow and consistency

Preparing pages for print

Anthology vs. self-publishing options

Video Lessons & Workbook

Each lesson includes:

Video instruction by Professor Christian Washington, Associate Professor of Animation at Huntington University.

Workbook practice pages for sketching, paneling, and planning.

2 Student Workshops (pre-recorded) – built into Lesson 6 (Page Layout & Paneling) and Lesson 12 (Publishing & Celebration) to give students a chance to hear other students share drafts, hear feedback, and showcase their final work.

Course Outcomes

Complete a finished comic or short graphic novel.

Gain confidence in storytelling and art skills.

Build practical experience using Procreate.

Understand page design, pacing, and the creative process from concept to final product.

Have the opportunity to publish their work in a student anthology (included) or self-publish independently (optional additional cost).