



DT2004 Graphic Storytelling

Eligibility: ADM

Hans-Martin Rall (Associate Professor)

G01 (63108): Fridays, 1300 – 1600 at ART-B1-4A



Course Aims

This course will introduce you to the fundamentals of storytelling in comics. You will gain a basic understanding of the visual strategies of the masters of the field. Through practice-based learning you will learn to employ these methods to create your own artistically appealing comics and be able to contextualize your own work through a historical perspective. This course is particularly relevant for further studies in visual storytelling.

Content

You will learn to recognise and apply the language of storytelling in comics. This course begins with a brief introduction to the history of the medium. It will introduce key figures in current and historical graphic storytelling practice. The course further examines the elements that make up the comic book page, ranging from style to narrative technique, dialogue to visual symbols and color to content.