

# Comic Book Project

## Objectives:

- Students will design and paint their own comic book character
- Students will identify attributes of their comic book character
- Students will complete the “Choose Your Hero” worksheet
- Students will understand and complete gesture drawings
- Students will learn how to exaggerate emotional expression
- Students will identify foreground, middle ground and background in an artwork
- Students will write an original story about their comic book character

## Utah State Standards:

- Standard 1 objective 1—Students will explore a variety of art media, techniques and processes.
- Standard 1 objective 2—Students will create works of art that show the use of the art elements and principles.
- Standard 3 objective 1—Students will create content in works of art.
- Standard 4 objective 2—Students will synthesize art with other educational subjects.
- Standard 4 objective 3—Students will evaluate the impact of art on life outside of school

## Motivation

Invite a comic book artist to come to the class and present his/her artwork. The teacher may choose to contact John Ortiz, who will come and present his project entitled “Tap The Talent.” Teachers may choose to have students look at other student work on the following web sites: [www.tapthetalent.com](http://www.tapthetalent.com). Or at [http://dragonskeep.com/comics/tap\\_the\\_talent/contest2/contest2.shtml](http://dragonskeep.com/comics/tap_the_talent/contest2/contest2.shtml).

## Learning activities

1. Show students several examples of comics and comic books.
2. Invite students to read several of the comic books.
3. Invite students to complete the “Choose Your Hero” worksheet.
4. Give examples and explain the process of gesture drawings of figures. Teachers may choose to have a few students model for the rest of the class. As they draw, students should remember these three things:
  - a. Draw general to specific
  - b. Exaggerate emotional expressions
  - c. Exaggerate body poses
5. Invite students to choose their best gesture drawing, and transfer it to a nice piece of paper.
  - a. At this stage, students should add details such as costume, jewelry, facial expressions, etc.
6. Students will trace over their lines with a permanent sharpie marker in order to complete a finished line drawing.

7. Students will add a background or setting to their character. They must add:
  - a. Foreground
  - b. Background
  - c. Middle Ground
8. When all of the details have been carefully traced in permanent ink, students may add watercolor paint to the drawing. Remind students to pinch all of the water out of their brushes before they begin or the color will bleed all over the paper.
9. Students will write a one-page story about their comic book character. It should include details about where they live, whom they protect, what their special powers are, and anything else that will help the reader to understand their character.
10. Students will present their comic book character to the class.

See examples on the next page.

## Choose Your Hero!! Comic Book Character Development

Please answer the following questions on a separate sheet of paper!!

1. Select your character from the following list:
  - a. Animal
  - b. Machine
  - c. Robot
  - d. Insect
  - e. Human
  - f. Vegetable
  - g. Toy
  - h. Monster
  - i. Other \_\_\_\_\_
2. Is he/she a hero or a villain?
3. What is his/her cause? (Defending the city, saving the planet, making chaos, etc)
4. Describe his/her world. (Underground, Outer Space, In the Sewers, In the trees, On Mars, etc.)
5. What does he/she look like? (Big nose, long arms, no eyes, etc.)
6. What are his/her special skills? (Flying, X-ray vision, Photographic memory, etc.)
7. What is your Character's name?
8. Describe his/her enemy. (Is it a force? Is it a person? Place? Time?)
9. Describe his/her background. (Where are they from? Were they born with special talents?)
10. Describe his/her community. (Big City, Small town, etc.)
11. Describe his/her family.
12. What is his/her profession?
13. What are some possible story lines you may choose to write?
14. RESOURCES... Once you have completed questions 1-13, begin to gather resources to draw from. You **MUST** have at least 3 sources to draw from. For instance, if you have chosen an insect, you must find at least 3 **USEFUL** pictures to draw from. The more resources you find, the better your drawing will be.

