Unit 13: A Visual Graphic Story: Comic Illustration

Content Area: **Art**
Course(s): **Art Experience, Design for Business and Industry**
Time Period: **February**
Length: **5 blocks**
Status: **Published**

Enduring Understandings

Manga is distinguished by its questioning of identity. Through a series of images, Manga creates a form of fantasy and imagination that carries emotional expression, often leading to radically different views of lifestyles, cultural values, and disparate beliefs from those of Western society.

Originating in the United States in the late 1800s, the comic book contains everyday language, slang, and idiom, as well as color and a sophisticated interplay between text and image – all serving a therapeutic, explanatory and commercial purpose in American culture.

Comic books can be seen as a result of pressures by artists and consumers as well as by the historical forces acting on both groups – comics are series and sophisticated art forms that feed off of cultural formulas and historical constructs.

Even with technology what it is, comic books have continued to emerge as a major force in corporate-driven commercial culture.

Essential Questions

What are the characteristics of Manga, and how does it differ from comics that are produced in the Western part of the world?

How are cultural influences expressed through comics and Manga?

What influence does the consumption and reproduction of another culture have on the construction of their own personal identity and the development of a collective identity?

Content

- Panel, Frame or Box
- Border or Outline
- Gutter
- Tier

- Splash or splash page
- Spread
- Speech/word/dialogue balloon
- Pointer or tail
- Thought balloon
- Caption
- Sound effects
- Art Elements (line, shape, color, texture, value and form)
- Principles of Design (balance, rhythm, unity, pattern)

Skills

Create a 4 to 6 panel comic strip or Manga

Demonstrate knowledge in the art elements and principles of design when developing characters, layout, composition, and text.

Demonstrate knowledge in a particular medium that will adhere to the visual imagery of comics.

Serve as a test audience to peers and provide constructive criticism for improvements.

Resources

iPad Pros and Apple Pencils

Printer for Student Photos and Artwork

Standards

VPA.1.3.12	All students will synthesize those skills, media, methods, and technologies appropriate to creating, performing, and/or presenting works of art in dance, music, theatre, and visual art.
VPA.1.3.12.D	Visual Art
VPA.1.3.12.D.2	Produce an original body of artwork in one or more art mediums that demonstrates mastery of visual literacy, methods, techniques, and cultural understanding.
VPA.1.4.12	All students will demonstrate and apply an understanding of arts philosophies, judgment, and analysis to works of art in dance, music, theatre, and visual art.
VPA.1.4.12.B	Critique Methodologies

VPA.1.4.12.B.2	Evaluate how an artist's technical proficiency may affect the creation or presentation of a work of art, as well as how the context in which a work is performed or shown may impact perceptions of its significance/meaning.