

Cartoon Graphics

The Kubert School at CCM offers a three year course in Cartoon Graphics involving a variety of areas in which professional cartoonists may apply themselves. Intensive studies focus on methods and materials utilized in the profession as well as the honing of artistic and creative abilities. All courses must be taken and passed by all attending students in the Cartoon Graphics program. After completing all three levels successfully, you will be eligible for graduation with a program certification from CCM's Joe Kubert School of Cartoon and Graphic Arts.

CARTOON GRAPHICS I - First Year Curriculum, 925 Clock Hours

CARTOON GRAPHICS II - Second Year Curriculum (Prerequisite Cartoon Graphics I), 925 Clock Hours

CARTOON GRAPHICS III - Third Year Curriculum (Prerequisites Cartoon Graphics I and II), 925 Clock Hours

Each level of Cartoon Graphics is available in-person or remote. All students will need a laptop and the ability to access their classroom daily. Homework will be uploaded to your classroom and grades will be sent back directly to you. You will need a good Internet connection. After successful completion each year, you will receive a certificate and be able to progress to the next level.

A student who is awarded a FIRST YEAR CERTIFICATE OF COMPLETION (925 clock hours) may be eligible for entry-level employment in prepress production; basic hand lettering & digital lettering for comic strips, comic books and graphic novels; basic logo and branding design; basic layout & design for cartoon illustrations; basic character design & inbetweening for animation; and basic storyboarding for TV, film and video.

A student who is awarded a SECOND YEAR CERTIFICATE OF COMPLETION (1850 clock hours) may be eligible for entry-level employment in intermediate prepress production; traditional & digital coloring for comic strips, comic books and graphic novels; advertising imagery for magazines, books, newspapers and commercial packaging; and gag cartoons and comic strips.

A student who is awarded a THIRD YEAR CERTIFICATE OF COMPLETION (2775 clock hours) will be qualified to enter the professional field of cartooning at an entry-level as a comic book artist, syndicate cartoonist, editorial cartoonist, book illustrator, concept designer, caricaturist, portrait artist, greeting card designer, art director, or any of the other, numerous areas in the commercial art field where the techniques of cartoon illustration are used.

For information on current course offerings and how to register, please go to our website (<https://www.ccm.edu/workforce-development/>).

Courses

CARTOON GRAPHICS - 925 Clock Hours - First Year Curriculum

BASIC DRAWING I - 92.5 clock hours

Instruction and application of principles of sketching, drawing, composition and perspective in relation to basic illustration. This will include study of forms and objects.

THE HUMAN FIGURE I - 92.5 clock hours

Fundamentals of figure drawing and anatomy including perspective, foreshortening and proportion.

NARRATIVE ART I - 92.5 clock hours

Basics of sequential storytelling and communication by means of graphic illustration.

INKING I - 92.5 clock hours

Introductory instruction in uses and techniques to traditional and digital inks and tools.

IMAGINATIVE WRITING - 92.5 clock hours

Introduction in story structure and script formatting.

DIGITAL COLOR - 92.5 clock hours

Introduction to color theory and the digital programs used in professional coloring and rendering.

BUSINESS - 92.5 clock hours

Concentration on acquiring a professional attitude toward the field of cartoon and commercial art, and an understanding of the business aspects involved in the profession of commercial art.

LETTERING - 92.5 clock hours

Principles of digital lettering and typography including materials, tools and uses.

EDITORIAL/DIGITAL PRODUCTION I - 92.5 clock hours

Introduction to principles of professional prepress techniques prior to print reproduction and publication.

DYNAMIC FIGURE - 92.5 clock hours

Emphasis of figure structure, proportions, and perspective through a dynamic lens.

*Must pass before moving up to Cartoon Graphics II

CARTOON GRAPHICS II - 925 Clock Hours - Second Year Curriculum (Prerequisite Cartoon Graphics I)

BASIC DRAWING II - 92.5 clock hours

Extensive and intensive study in sketching and drawing varieties of representational and imaginative forms concentrating particularly on Cartoon Graphics.

THE HUMAN FIGURE II - 92.5 clock hours

Continued concentration on anatomy and drawing utilizing varieties of materials and color as applied to commercial illustration and reproduction.

NARRATIVE ART II - 92.5 clock hours

Essentials in graphic communication concerning multiple phases of cartooning, animation and commercial art.

INKING II - 92.5 clock hours

In depth studies of materials and uses in contemporary Cartoon Graphics fields of illustration.

IMAGINATIVE WRITING II - 92.5 clock hours

Studies in the procedure of converting stories and ideas from text forms into illustrated narratives.

DIGITAL COLOR II - 92.5 clock hours

Adaptation of color in its various forms in illustration and reproduction as applied in the cartoon/commercial art field.

BUSINESS II - 92.5 clock hours

Discussion of portfolio development, interview skills, and job acquisition techniques.

LETTERING II - 92.5 clock hours

Further exploration of sound effects, logo design, and applications for professional use.

EDITORIAL/DIGITAL PRODUCTION II - 92.5 clock hours

Instruction in the principles of project management as it applies to the production of both digital and print publications.

DYNAMIC FIGURE II -92.5 clock hours

Foreshortening and dynamic perspective while utilizing elements of animation and figure movement.

**CARTOON GRAPHICS III -
925 Clock Hours - Third Year
Curriculum (Prerequisite Cartoon
Graphics I and II)**

BASIC DRAWING III - 92.5 clock hours

Advanced application and study of illustration related to cartooning, commercial and advertising art.

THE HUMAN FIGURE III - 92.5 clock hours

Theory and study involved in exaggeration and stylization of figures.

NARRATIVE ART III - 92.5 clock hours

In depth study of serialistic forms of graphic illustration, media application of visual and illustrative communication utilized in print and multimedia.

INKING III - 92.5 clock hours

Advanced study in assignments utilizing traditional and digital rendering involved in accomplishing professional cartoons and illustrations.

IMAGINATIVE WRITING III - 92.5 clock hours

Intensive study concerning writing as directed toward picture and illustration usage including wider latitude focusing on the individual student's imagination, originality and creativity.

DIGITAL COLOR III - 92.5 clock hours

Focus on utilization of color in media variety towards completion of professional level portfolio pieces.

BUSINESS III - 92.5 clock hours

Concentration on a bridge whereby the students may have the opportunity and advice on actual commercial work.

LETTERING III - 92.5 clock hours

Professional application and use of text, type, and skills developed during Lettering I and II.

EDITORIAL/DIGITAL PRODUCTION III - 92.5 clock hours

Advanced instruction in layout, approach, execution, and completion through the use of computer software and hardware.

ADVANCED TECHNIQUES/STYLE - 92.5 clock hours

Portfolio oriented on specific techniques indicated for various areas in the field of commercial illustration, including usage of methods and materials acquired.

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