

# COMICS & NARRATIVE PRACTICE

## Write, illustrate, and publish your own sequential art.

Comics & Narrative Practice is our groundbreaking program devoted to telling stories with words and images. You'll create original comics and graphic novels and learn how to shape narrative elements and invent signature styles, stories, and characters. You'll also meet with top industry practitioners and immerse yourself in the profession, culture, and art of comics as you gain practical experience with story pitches, prepress, budgeting, and marketing. Plus, we bring in internationally acclaimed comics professionals to speak on campus each year as part of Cartoon Crossroads Columbus, aka CXC.

### Careers

Animator  
Character developer for comics, animation, gaming, and toys  
Colorist  
Comics illustrator  
Gaming artist  
Letterer  
Publisher  
Storyboard artist  
Writer

### Employers

Cartoon Network  
DC Comics  
Disney Consumer Products and Interactive Media  
DreamWorks Animation  
Hasbro  
HelioScope  
Image Comics  
Marvel Comics  
Milkfed Criminal Masterminds  
Pixar  
Sony Pictures

### Facilities

#### You'll have access to:

- » 2D illustration lab with scanners, black-and-white and color printers, drawing tables, and Cintiq monitors
- » Open lounge space, light table, drawing projectors, cutting table, mat cutter, cameras, and a cleaning sink
- » Computer lab with Cintiq monitors, ZBrush, and Adobe Software
- » Access to printmaking lab and equipment
- » Access to the Tad Jeffrey FabLab, which includes 3D printers, laser cutters, CNC machine, and spray booths

# Comics & Narrative Practice Curriculum

## Major Requirements *48 credits*

Introduction to Comics  
Comics Studio: Visual Story Fundamentals  
Traditional Tools & Techniques  
Color Theory & Pre-Press Production  
Illustration Composition Perspective Drawing  
Character & Environment Designs  
Visual Narrative Design  
Comics Studio: Genre Methods  
Digital Tools & Techniques  
Self Publishing and Creative Practice  
Comics Studio Alt Format & Production  
Drawing elective  
Experiential Learning Elective  
Comics Capstone I  
Comics Capstone II

## First-Year Experience and Art/Design Electives *24 credits*

2D Creative Practices  
Systems of Drawing  
Collaboration  
What Can a Drawing Do  
3D Making with Care  
Art/Design electives

## Liberal Arts & Art History Requirements *48 credits*

### *Specific required courses*

Modern to Contemporary Art & Design  
Historical Art & Design  
History of Comics & Illustration  
Writing & the Arts  
Math Quantitative Literacy  
Introduction to Philosophy

### *Choose courses from each of the following categories*

Self & Society  
Advanced Art History  
Science  
Literature  
Social Science  
Advanced Writing  
Business  
Liberal Arts and/or Art History electives

## Total Required Credits *120 credits*

Courses listed reflect the Comics & Narrative Practice academic plan for incoming students in 2024–2025. Course titles are subject to change.

# Professional Resources

Angoulême  
bdangouleme.com

Billy Ireland Cartoon Library & Museum  
cartoons.osu.edu

Cartoon Crossroads Columbus  
cartooncrossroadscolumbus.org

The Comics Studies Society  
comicsstudies.org

# Notable Alumni



## Shae Beagle

*Class of 2017*

Shae Beagle's comic book *Moonstruck* has earned raves from the likes of *Entertainment Weekly* (which named it "Best Escape of 2017") and *Amy Poehler's Smart Girls*, in the process earning Beagle the distinction of being named no. 6 Best Comic Artist of 2017. *Moonstruck*, published by Image Comics, came about after Beagle and *Lumberjanes* creator, Grace Ellis, were paired together to work on *Spitball*, a collection of comics made in CCAD's Comics Anthology Practicum class. Most recently, Beagle has taken on illustrating duties for the DC Comics series *Harley Quinn: The Animated Series - Legion of Bats!*