

DTC201: Tools & Methods for Digital Technology
Week 11: New Final Project and Blog 6: Graphic Novel Review
March 30 – April 3, 2020

Make sure you read this whole document carefully! You are responsible for all the information here and the tasks on the To Do List at the end.

Blog 6: Graphic Novel Review

When you posted Blog 4: Closure and Time Frames, you picked a book-length graphic novel to read for this course. You were asked to find something that appealed to you, both in terms of the story or content, and the visual aesthetic of the drawings. Now, with the “Living in Line” chapter from Scott McCloud under your belt, you will use this blog post to write a review of the work you read. See the Blog 6: Graphic Novel Review (<https://kristinbeckerdtc.com/201-2/blog-prompts-201/#nine>) prompt before you write. Remember to access the class blog by going to <https://kristinbeckerdtc.com/wp-admin>.

New Final Project to Replace Project 2: Poster Comic

Due to unexpected circumstances this semester, we are combining what would have been a project 2 (the poster comic) and a project 3 (a web comic) into one final project. This final project incorporates some of the work we would have done in Project 2: Poster Comic, but we will NOT be doing a large-scale printed poster comic as originally planned. You are still encouraged to consider inventive ways to communicate the passage of time in any of the comics you make for the final project.

For the final project, you will make new comics weekly for the rest of the semester, starting next week. Your weekly comics will react to specific chapters from Scott McCloud’s “Understanding Comics.” You should be mindful of the tools and techniques you choose to use while making them. At the end of the semester you will self-publish your work as a website or in a hand-made or printed zine. Read the Final Project: Weekly Comics page for next week for an overview.

Watching Class Panopto Videos

You should be able to watch the weekly class Panopto videos from either the link on the class schedule, or from our Blackboard course page (see the Panopto link in the left menu bar). If the link on the class schedule does not work, or asks you to get permission to access the folder, try the watch via Blackboard. Email your instructor if you can’t watch the video:

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Zoom Class This Thursday: Optional

You should zoom in during the first hour of class this Thursday, 4/2, if you have questions, or if you want to hear the questions others are asking. Thursday Zoom classes are optional for weeks 11 through 13. They will be REQUIRED during weeks 14 and 15, so plan accordingly. Links to zoom are on the class schedule or on the Zoom section of the class Blackboard page.

Tips to Improve Your Zoom Experience:

- Uncheck HD in settings (go to: Zoom settings/preferences> video> enable HD (uncheck that))
- Limit use of gallery view
- Make your windows smaller

Chromebooks and Access to the Adobe Creative Cloud

For those of you using Chromebooks: You can't add Illustrator to your Chromebook (It does not have a mobile app option), but you should be able to install Photoshop for mobile on the Chromebook using the free access via WSU:

<https://compositionanddesign.files.wordpress.com/2020/03/temp-access-creative-cloud-desktop-apps-for-wsu.pdf>

Access to basic Photoshop will be useful throughout the rest of the course, and you may use it for making weekly comics if you do not have access to Illustrator.

To Do List for Week 11

1. Read this document carefully and watch the Week 11 video. Zoom in during the first hour of our scheduled class time this Thursday, 4/2 if you have questions. You are not required to attend the Zoom class if you are clear on what you need to do this week.
2. Complete Blog 6: Graphic Novel Review (<https://kristinbeckerdtc.com/201-2/blog-prompts-201/#nine>) for the graphic novel you chose to read on your own (It's ok if this has changed since you posted Blog 4: Closure and Time Frames.)
3. Read the Final Project: Weekly Comics (<https://kristinbeckerdtc.com/201-2/final-project-201/>) description on the class website. You will start making the weekly comics next week.

4. Work on any and all Illustrator tutorials (<https://kristinbeckerdtc.com/illustrator-tutorials-2/>), as you prepare to start making your weekly comics next week. If you do not have access to Illustrator, consider alternative, materials-based, hands-on methods you might use to make comics instead.
5. Read Chapter 6: Show and Tell from Scott McCloud's "Understanding Comics"