



Year 8 Art
Unit 2
'Comic Art'



Year 8 – Knowledge Organiser – Half Term 3, 'Comic Art'

Project Overview

In this project you will explore Comic Art. You will investigate the key characteristics of Comic Art, in addition to knowing some key artists linked to the Art genre. You will produce artwork, studies and imitations of Comic Art using a variety of materials and techniques. For your outcome for this unit, you will design a superhero character and create a comic book cover.

Comic Art:

Comic Art is a visual art form that uses comic books as the basic unit of publication. Comic art, as the name implies, is an art that is related to the comic book. This type of art is not just restricted to the comic strip format, though that is where the name derives.



Roy Lichtenstein:

Roy Lichtenstein was born in New York in 1923. He became famous for his bright and bold paintings of comic strip cartoons as well as his paintings of everyday objects. He was one of a group of artists making art in the 1960s who were called pop artists because they made art about 'popular' things such as TV, celebrities, fast food, pop music and cartoons.

Lichtenstein is famous for his use of cartoon strips from American comic books, which were very popular the 1950s. He admired the skill of the comic book artist, who could create complex stories of love and war in cartoon form.

Art Formal Elements

Colour – What you see when light reflects off something.

Line – A mark which can be long, straight, curved, etc.

Tone – How light or dark a colour is.

Texture – How something looks or feels, e.g., rough or smooth.

Pattern – A symbol, design or shape that is repeated.

Shape – A 2D area which is enclosed by a line, e.g., triangle, square, circle.

Form – Something which is 3-dimensional, e.g., cuboid.

Year 8 – Half Term 3 – IKE Plus

1. Create a **title page** for the unit, '**Comic Art**'. Complete this on an **A4** page.

Checklist:

*A clear **title** introducing the topic – 'Comic Art'. Use bold, interesting font.

*A minimum of three **images/ drawings** which reflect the topic.

*An intentional page layout.

***Colour** – add colour using a **medium** of your choice, e.g., colouring pencils, paints, marker pens, etc.



2. Complete an **observational** drawing of an **inanimate object**, in the **style** of Pop Artist **Michael Craig-Martin**. Complete this drawing on an **A4** piece of paper.

Steps to Success:

***Continuously observe** (look at) the object or image you are drawing, to ensure **accuracy**.

*Use your pencil **lightly** to begin with to allow you to easily erase any mistakes.

*Add **colour** to your study using a **medium** of your choice, e.g., colouring pencils, paint, marker pens, etc. Think about what **Michael Craig-Martin** might have used to add colour to his artworks.

3. Pick **one** of the following artists to create an **artist research page** on.

*Michael Craig-Martin

*Sandra Chevrier

*Kayla Mahaffey

Checklist:

*A clear **title** introducing the Artist you have selected – use bold, interesting font.

***Key information** about the artist and their artwork. Try and include a minimum of **5** different facts.

***Images** of the artist's work - include a minimum of **3** images of different artworks by your chosen artist.

*Add **Colour**!

Challenge: Complete a **copy** of one of your chosen artists artworks.



Year 8 – Knowledge Organiser – Half Term 4, 'Comic Art'

Superhero:

A superhero or superheroine is a stock character that typically possesses superpowers, abilities beyond those of ordinary people, and fits the role of the hero, typically using their powers to help the world become a better place or dedicating themselves to protecting the public and fighting crime.



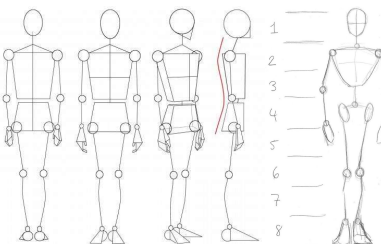
Typography:

Typography is the art and technique of arranging type to make written language legible, readable and appealing when displayed. The arrangement of type involves selecting typefaces, point sizes, line lengths, line-spacing, and letter-spacing, as well as adjusting the space between pairs of letters.



Proportions:

Proportions in art and design refers to the different sizes of the individual parts that make up one object. For example, proportions in visual art are essential when drawing the human figure – realistic human proportions make for a more lifelike portrayal.



Composition:

Composition is the way in which different elements of an artwork are combined or arranged. The composition of an artwork includes the foreground, midground and background.



Success Criteria – Student Examples:



Assessment Objectives:

AO1: Develop.

- Exploring comic book art.
- Investigating the wo

AO2: Refine.

- Developing skills in a variety of mediums and techniques.

AO3: Record.

- Drawing from observation, developing an understanding of proportion and scale.
- Assessing and annotating own work.

AO4: Present.

- Designing and creating a superhero and comic book cover.
- Sketchbook clearly labelled, showing annotation, visual examples and research.

Year 8 – Half Term 4 – IKE Plus

1. Draw out your **name** using interesting, bold and readable **typography**. Complete this in **pencil first**, before adding **colour/details** using a medium of your choice, e.g., colouring pencils, black fine-liner, paint, etc.

MISS PRUTTON

2. Complete a short **comic strip**, introducing a **superhero/supervillain**.

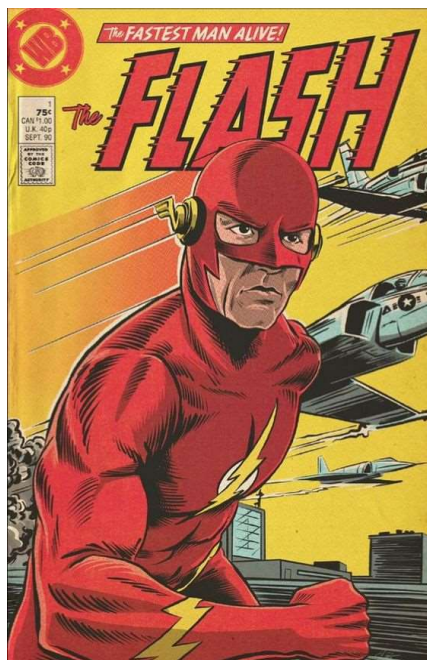
Include interesting **imagery**, **speech bubbles** and **onomatopoeias** to tell an engaging story.

Your comic strip can tell a story of a **pre-existing** super character, or one you have **designed** yourself.



3. **Annotate** the accompanying **comic book cover**, answering the questions below. Use **full sentences** and **subject specific vocabulary** where necessary.

- *What is the title?
- *What typography (font) has the artist used? Is this effective in attracting the viewers' attention?
- *Where is the title positioned on the cover, and do you think this placement is successful?
- *What imagery can you see?
- *Does the imagery used tell a narrative, if so, what is the story being told?
- *Does the imagery used provoke any emotion in the viewer?
- *What colours have been used?
- *Where is the imagery positioned on the cover, and do you think this placement is successful?
- *What other information can we see on the comic cover?
- *What are your personal opinions of the cover? Would you want to buy the comic if you saw it in store?



4. **Re-design** a **superhero** of your choice, e.g., superman, batman, wonder woman, Ant Man, etc.

Steps to Success:

- *Consider your characters **powers, form** and **costume**. Take **inspiration** from the pre-existing character but don't be afraid to change elements like, their logo, how they use their powers, their signature colours, etc.
- *Complete your re-design drawing on an **A4** piece of paper. Pair your drawing with a **small paragraph** outlining the **changes** you have made to the **original** super character.
- ***Add colour** to your drawing using a medium of your choice, e.g., colouring pencil, paint, markers, etc.

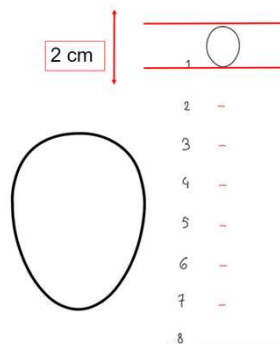
Extension:

Complete a **comic cover** for your **re-vamped super character**. Consider the different **elements** on your comic cover, e.g., **title, imagery, key information**. Complete this on a separate piece of **A4 paper**, adding **colour** using a medium of your choice.

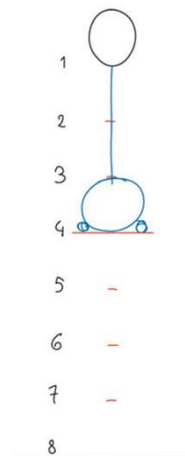
Drawing the Human Figure



Step 1:
Draw a **16cm vertical** line. Put a small dash every **2cm** down the line. Draw a **10cm horizontal** line from each dash, in addition to the base of your vertical line. Number your horizontal lines **1 to 8** as seen in the diagram to the left.

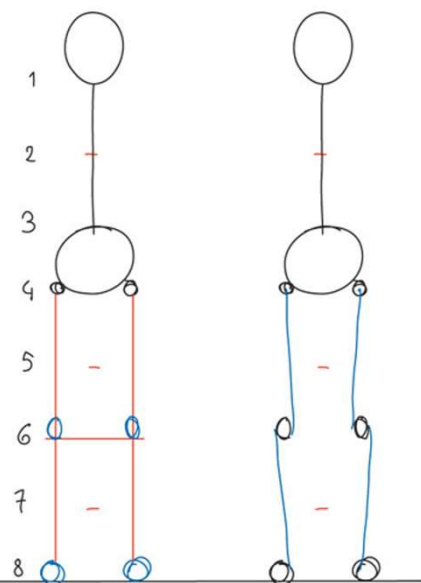


Step 2:
Start by drawing the head - an **oval** or **egg shape** (pointy end down). Position this between line **0** and line **1**.



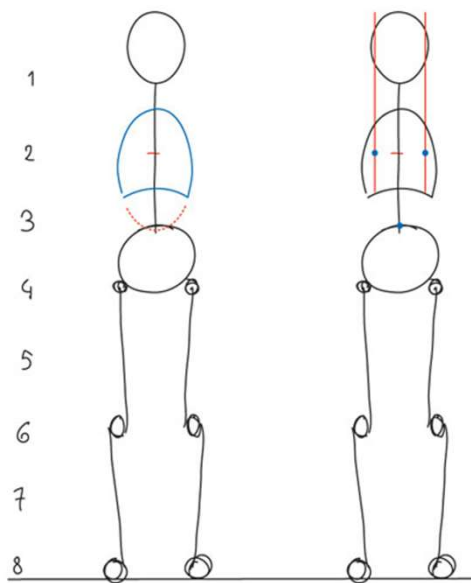
Step 3:
Add the **pelvic bone** next, simplified as a **flattened circle** between lines **3** and **4**, with the hip joints sitting on line **4**. Its width is roughly **1.5 to 2** head-widths.

Draw in the spine connecting the head to the pelvic bone.



Step 4:
Draw the **kneecaps** on line **6** and 2 circles to represent the **feet** on line **8**. These should be **parallel** with the hip joints positioned on line **4**.

Connect the hip joints, knees and feet to form the legs. **Curve** these lines slightly as shown in the diagram to replicate the natural shape of human legs.

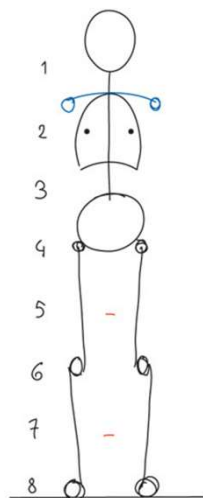


Step 5:
Next draw in the **rib cage**. Start by drawing an **oval** starting **between lines 1 and 2** and ending on line **3**.

Chop the bottom part of the oval off as shown in the diagram to replicate the shape of the rib cage.

Two more details here:
the **nipples** fall on line **2**, just inside the sides of the head,
and the **belly button** on line **3**.

Drawing the Human Figure

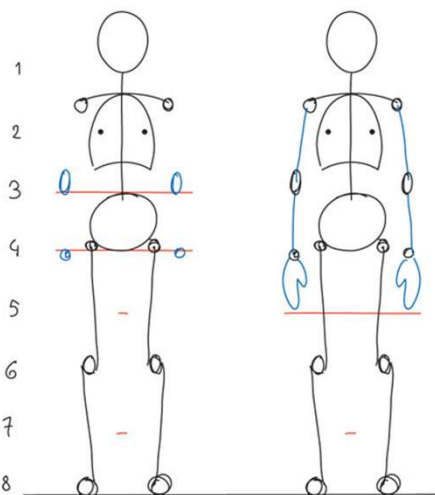


Step 6:

Draw in the **shoulders**. The shoulder line is about halfway **between lines 1 and 2**, and about **2 to 3 heads wide**.

Curve your shoulder line slightly as shown in the diagram.

At **each end** of the line draw a **little circle** to represent the shoulder joints.



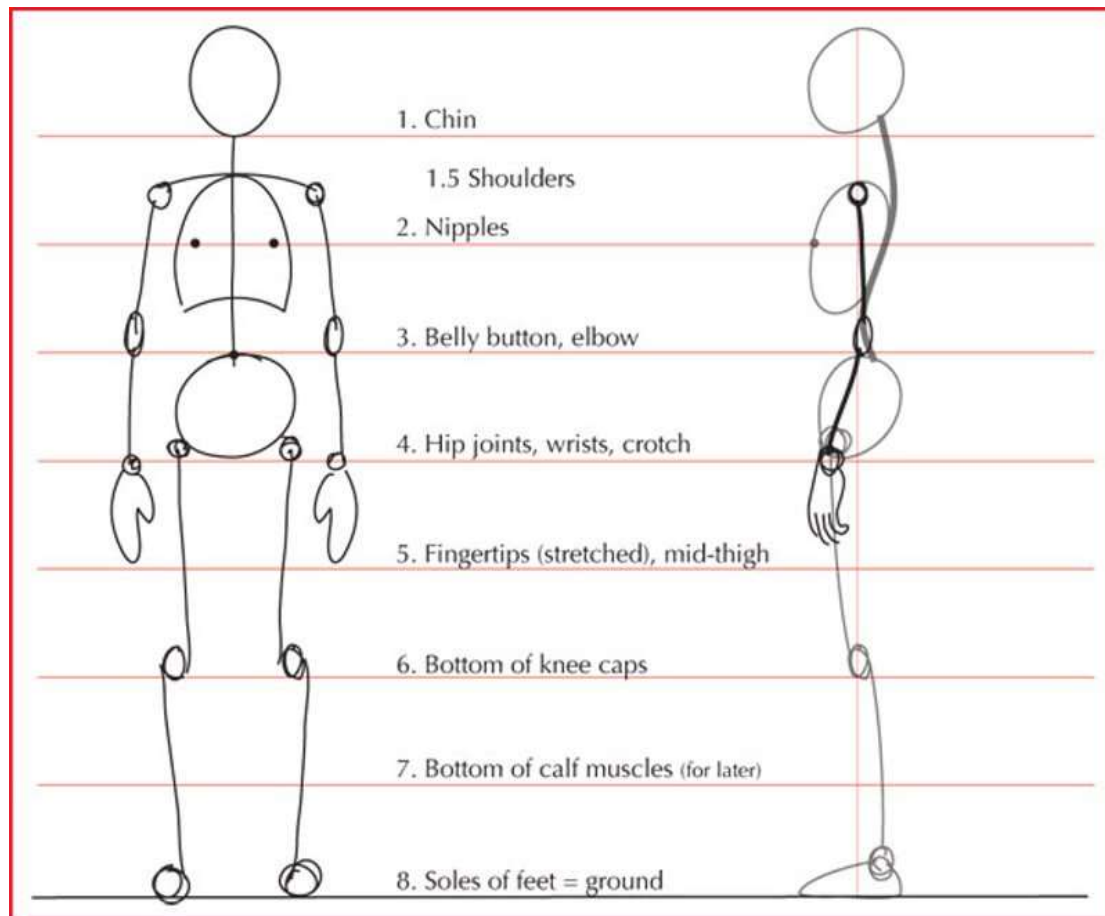
Step 7:

Finally draw in the arms and hands.

The wrists are on **line 4**, slightly **below** the hip joints. The hands start at the wrist joints and end on **line 5**. For now, draw the hands like mittens.

The **elbows** are a slightly complicated joint, but for now it's helpful to mark them as elongated ovals sitting on **line 3**.

Connect the shoulders, elbows and hands.



Extension:

Now try drawing the human figure from a side profile. Use the diagram above to support you with this.