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.

Our graduates can go on to work as independent artists, writers, publishers, comics illustrators, colorists, letterers, storyboard artists and character developers for comics, animation, gaming, and toys.

CAREERS

Animator
Artist
Character developer for comics
Colorist
Comics illustrator
Gaming artist
Letterer
Publisher
Storyboard artist
Toy artist
Writer

EMPLOYERS

Cartoon Network
DC Comics
Disney Consumer Products
DreamWorks
Hasbro
Helioscope
Image Comics
Marvel Comics
Milkfed Criminal Masterminds
Pixar
Sony Pictures

FACILITIES

You’ll have access to:

» 3D illustration lab with small- and large-scale sculpting, molding, and casting equipment
» 2D illustration lab with scanners, laser printers, and drawing tables
» Computer lab with Cintiq monitors and Toon Boom, ZBrush, and Adobe software
Course Requirements

PROGRAM COURSES
Required:
- ILLU2031 Character and Environment Design
- ILLU2101 Traditional Media Illustration
- ILLU2105 Digital Media Illustration
- ILLU3012 Illustration Markets
- ILLU3031 Advanced Drawing for Entertainment Design
- ILLU3041 Comics and Narrative Illustration I
- ILLU3131 Comic Book Illustration
- COMC3042 Comics and Narrative Illustration II
- ILLU4020 Self Promotion for Illustration
- COMC4010 Comics and Narrative Capstone I
- COMC4020 Comics and Narrative Practice Capstone II
Choose 3 credits from:
- ILLUXXXX Illustration Electives
Choose 9 additional credits:
- Art/Design electives-studio courses from CORE or any major

CORE COURSES

Choose 3 credits from:
- CORE1020 Introduction to Comics and Narrative Practice
- CORE1030 SOSA Studio Art and Entrepreneurship
- CORE1110 Drawing Methods I
- CORE1120 Visual Literacy I
- CORE1213 Introduction to Drawing for Entertainment Design
- CORE1221 Visual Literacy II
- CORE2291 Digital Lab I
- CORE4120 Self Publishing and Creative Practice
Choose 3 credits from:
- COREXXXX Motion Option

CORE LIBERAL ARTS COURSES
Required:
- ARTH1132 Modern to Contemporary Art and Design
- ARTH 1133 Historical Art and Design
- LIBA1290 Writing and the Arts
- LIBA1510 Introduction to Philosophy
- LIBA2802 Business Math
- LIBA3263 Writing Fiction
- LIBA3304 Literature: Comics and Graphic Novels
- LIBA4390 Narratology
Choose 3 credits from:
- Advanced Art History
Choose 3 credits from:
- Advanced Writing
Choose 3 credits from:
- Physical or Life Science
Choose 6 additional credits:
- Social Science

CREDIT HOURS
- Program Requirements: 36
- CORE Studio Requirements: 36
- CORE Liberal Arts Requirements: 48
- Total: 120

STANDOUT ALUMNI

ALISSA SALLAH
Class of 2016

Alissa Sallah chose CCAD because Columbus is a great city for one of her biggest passions: comics.

As a student, Alissa worked as the Assistant Editor on the first two issues of Spitball, a comics anthology that pairs CCAD students with professional comics writers. She also worked for The Sequentialist. And she’s currently working as an editorial intern at Milkfed Criminal Masterminds.

She said her time at CCAD armed her with technical and practical skills that have served her well after graduation. “You come out of CCAD a professional,” she said. “All of my teachers pushed me and encouraged me to find my voice.”

MIKE MAIHACK
Class of 2001

Mike Maihack came to Ohio from Florida to explore CCAD’s animation and illustration programs and improve his comic-making skills.

“It gave me a good work ethic, taught me to never miss deadlines, and ingrained in me the fine knowledge of color concepts,” he said.

Since graduating, Mike has had quite the career. He now works as a freelance graphic novelist, well known for his Cleopatra in Space series. He previously worked as a graphic designer for Saint Leo University. His professional achievements include the Florida Book Award for Children’s Literature, the YALSA Quick Pick for Reluctant Readers, and a Reuben Award nomination.

PROFESSIONAL RESOURCES

- Angouleme
  bdangouleme.com
- Billy Ireland Cartoon Library & Museum
caroons.osu.edu
- Cartoon Crossroads Columbus
cartooncrossroadsdolumbus.com
- The Comics Studies Society
comicsociety.org
- Eisner Awards
comic-con.org
- Ignatz Awards
  smallpressexpo.com/ignatz-awards
- International Comic Arts Forum
  internationalcomicartsforum.org
- Museum of Comic and Cartoon Art
  societyillustrators.org
- Small Press Expo
  smallpressexpo.com
- Toronto Comics Arts Festival
  torontocomics.com