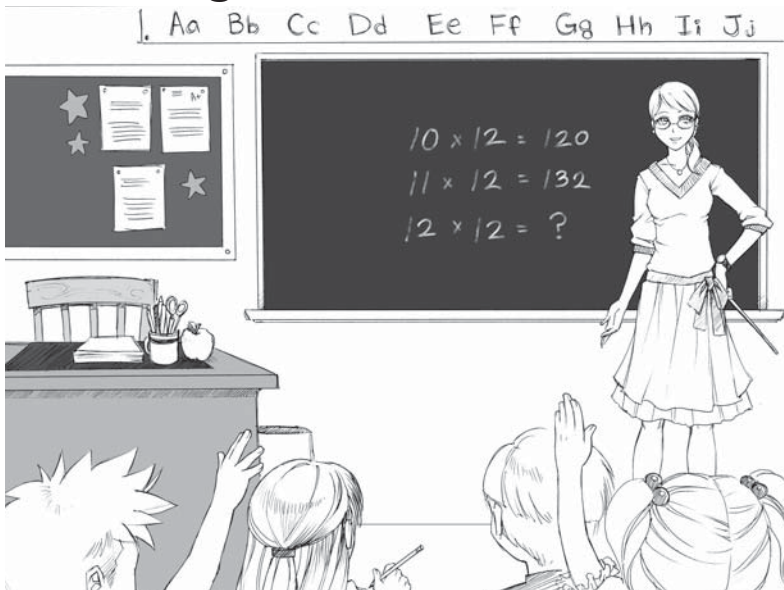


Lesson Plan: Drawing Environments



GRADE LEVEL: 5-8, 9-12

OBJECTIVE

- Learn how drawing environments aids manga story and character development

MATERIALS

For Demonstration:

Blackboard or Whiteboard with accompanying drawing materials

For Student Activity:

Manga Art handout (included with this lesson plan)

Pencil (recommended 0.7mm fixed sleeve mechanical pencil)

Background

Environments play an important role in establishing time, mood and what kinds of characters encountered in a manga story. In manga, establishing a setting is crucial to character motivations and designs. Specific environments tailored to the character move the story forward. Establishing a richly drawn environment lends itself to character development.

The more detailed the environment, the more it reflects or influences the character's point of view and actions. For example, a medieval knight would look very strange, riding his horse in the streets of modern San Francisco. The unexpected city surroundings highlight the contrast of an out-of-place character.

On the other hand, the knight would look at home at a castle. The knight's behavior would be vastly different in relation to his environments.

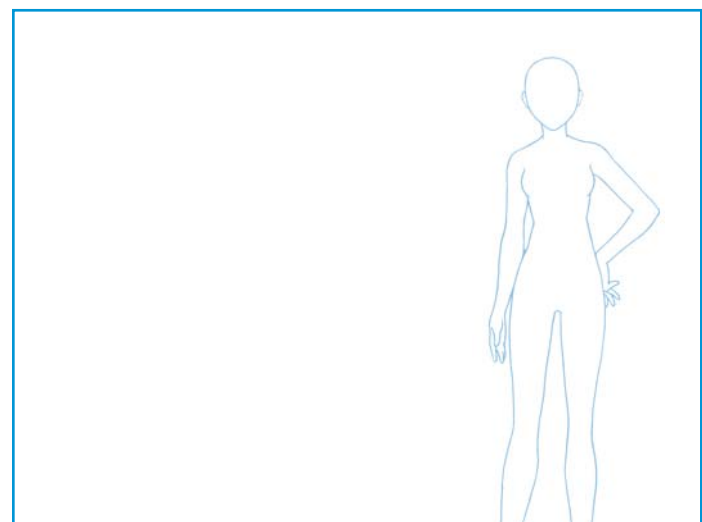
Choosing specific environments will determine what kind of characters and stories develop. It is important to note that this idea applies across many artistic storytelling mediums (e.g. film, cartooning) and is not specific to the manga art style.

Interactive Classroom Demonstration

This exercise will involve teacher-student interaction.

- Begin by drawing a diagram on a blackboard or whiteboard, similar to Figure 1.
- Ask students, "What kind of manga character do we want to draw?" Also ask more details, such as, "What does their hair look like?" "What is he/she doing?" etc.
- Based on the students' answers, define the manga figure with the appropriate accessories. For example, if they want a female student, you might draw her holding a bookbag or wearing a backpack.

Figure 1: Sample of manga panel comic diagram to use for the interactive classroom demonstration.

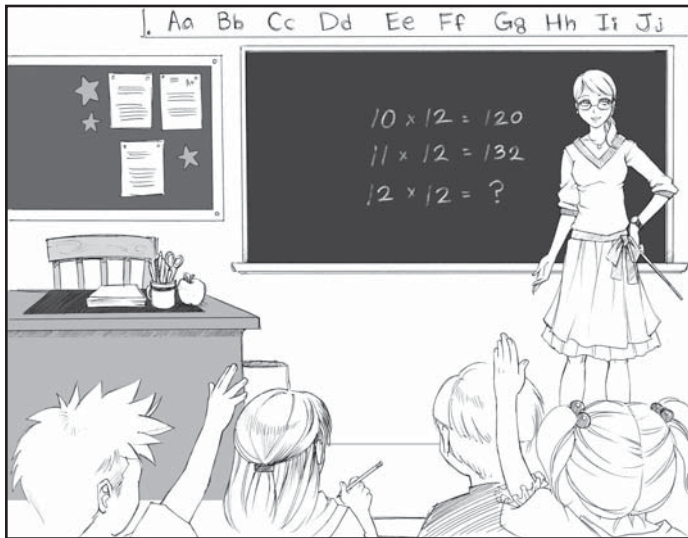


Lesson Plan: Drawing Environments

- Continue asking the class questions such as:
What does s/he like to do?
What is s/he wearing?
Why is s/he at the location?
How did s/he get to the location?
When does the story take place?
- As they answer quickly draw in the details in the background panel.

As you go through the demonstration, students will internalize how important it is to support a manga character by drawing accessories and environment elements.

Figure 2: Example of how the interactive classroom demonstration could visualize, defining the character as a female grade school teacher.



Variation: Independent Drawing Exercise

- For this variation, prepare a letter-sized sheet with a drawing similar to Figure 1.
- Ask the students the following questions:
Who is the character?
Where does s/he live?
What does s/he like to do?
What is s/he wearing?
Why is s/he at the location?
How did s/he get to the location?
When does the story take place?
- Based on the students' answers, they will draw in the appropriate details for their own manga character and environment.

Conclusion

Students will pay more attention to the environments around them. Students will be encouraged to examine the interaction between the character and its environment.

For older or advanced students, this exercise can segway into more fundamental art lessons such as drawing still lifes and drawing 2-point and 3-point perspective.

Vocabulary Words

Manga ("mon-gah") - A cartooning style originating from Japan that typically uses simplified facial features.

Environment - The surrounding setting where an action/story takes place.

NATIONAL STANDARDS

<http://www.education-world.com/standards>

Grade level 5 -8: NA - VA. 5-8.2

Using Knowledge of Structures and Functions

Grade levels 9 - 12: NA-VA. 9-12.2

Using Knowledge of Structures and Functions

NA-VA.9-12.4

Understanding the Visual Arts in Relation to History and Cultures

NL-ENG.K-12.4

Communication Skills

NL-ENG.K-12.12

Applying Language Skills

Lesson Plan and artwork developed by Manga Start
<http://www.mangastart.com>

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