



# Artists For Kids

## VISUAL NARRATIVE SCROLL

Inspired by the Artist-in-Residence workshop with Sean Karemaker

Grade 8 - 12 Visual Arts

### ACTIVITY

Inspired by the distinctive scroll comics of artist Sean Karemaker, this project empowers students to develop their own visual narratives. Through hands-on creation, students will learn and apply key strategies for planning characters, settings, and plots. They will also gain proficiency in fundamental comic art techniques, including effective page composition, framing, inking, and expressive cross-hatching.



## BIG IDEA

Purposeful artistic choices enhance the depth and meaning of artistic work. (Arts Education, Grade 12)

## MATERIALS



- ☐ Fine liners or sharpies
- ☐ Black brush pens
- ☐ White brush pens or gel pens
- ☐ Large roll of brown paper (for collaborative scroll)
- ☐ Gray, brown or other mid-tone paper cut in a long horizontal format for each student
- ☐ Pencils
- ☐ Erasers
- ☐ Sharpeners



## FIRST PEOPLES PRINCIPLES OF LEARNING

- Learning is embedded in memory, history, and story.
- Learning involves patience and time.





# CURRICULAR COMPETENCIES

## EXPLORE AND CREATE

- Create artistic works using sensory inspiration, imagination, and inquiry
- Demonstrate innovation in creating artistic works and resolving creative challenges

## REASON AND REFLECT

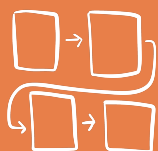
- Recognize and engage in the reciprocal process of critique
- Interpret and evaluate, using discipline-specific language, how artists use materials, technologies, processes, and environments in art making

## COMMUNICATE AND DOCUMENT

- Anticipate audience impact of design choices and artistic works
- Demonstrate respect for self, others, and place through art making

## REASON AND REFLECT

- Create artistic works to reflect personal voice, story, and values
- Demonstrate safe and responsible use of materials, tools, and work space



# LESSON SEQUENCE

6-8 hours of instructional time



## INTRODUCE THE WORK OF SEAN KAREMAKER

View and discuss works by Sean Karemaker on his website: [Sean Karemaker](http://seankaremaker.com). Explore and share the wide range of works such as books, comics, video games, sculpture, augmented reality, virtual reality and murals.

View the 'scrolls' tab and select one of the moving scrolls to watch.

As a large group or in small groups discuss the following questions:

- How do you think he made this scroll? What do you think it is made of?
- How would you describe the way he uses line?
- What is the setting? What is the mood?
- What story is being told in this scroll?
- How is this similar to or different from comics that you have seen before?

# SEAN KAREMAKER BIOGRAPHY

Sean Karemaker is known for his unique form of panoramic, sequential art stories that take various forms, including graphic novels, paintings, dioramas and virtual reality. Informed by an extensive background in 3D Video Games Production and Graphic Design, His work is an intersection of personal expression in storytelling and cutting edge technology.

Sean has authored two graphic novels and his published work has been recognized by The Shuster Awards 2018, Best American Comics 2018, CBC's Best Canadian Comics 2018, and the Alcuin Society Book Design Awards. Sean's graphic sensibility translates to unique, immersive public art projects and he has been commissioned by the Vancouver Opera, Vancouver General Hospital and The Vancouver Airport.

## COLLABORATIVE SCROLL

Roll out a large sheet of brown paper on the table. Provide sharpies and brush pens. Invite students to start by **drawing a character** in action.

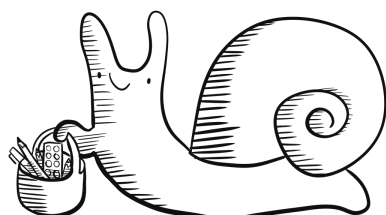


Students working on collaborative scroll

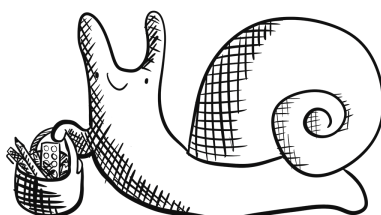
## SHADE AND CONNECT

Once characters have been drawn, encourage students to add **shading**. As a group decide on a light source (choose where in this world there is a sun). Demonstrate **hatching**, **cross-hatching** and **contour hatching** shading techniques (see image below). Invite students to choose one method and shade their character.

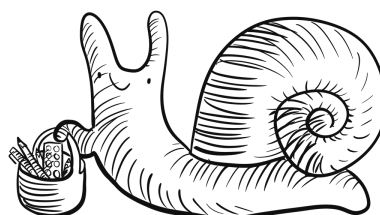
Next, invite students to **connect** their drawing with their neighbours by adding **settings or objects**. Try to encourage them to create an interaction that suggests a story.



HATCHING



CROSS-HATCHING



CONTOUR-HATCHING

## PLANNING

In a sketchbook or on scrap paper, invite students to start planning their own scroll comic. Discuss the core elements of a story and have students think about the following questions.

## CHARACTER

**Who are they?** Name, what kind of person/thing?

**What do they want?** Their main goal in the story?

**What are they like?** One or two words to describe their personality?

**What do they look like?** Quick visual ideas?

## SETTING

**Where is it?** Name the place.

**When is it?** Time of day/year?

**What does it mostly look like?**  
One or two main visual ideas?

**What's the feeling of this place?**  
Happy, scary, calm?

**Anything special about it?** One cool detail?

## PLOT

**What is the story about?**

**What's the problem?** The main thing that goes wrong or needs to be solved?

**Who tries to fix it?** Your main character?

**How does it end?** Is the problem solved? What happens to the character?



Once students have brainstormed their character, setting and plot, invite them to create a rough sketch of the overall composition that includes a beginning, middle and end.

## CREATE

1. Roughly sketch story in pencil on scroll paper
2. Using sharpies or black pens, ink in (outline) compositions
3. Choose a light source direction and select a shading technique (hatching, cross-hatching or contour hatching) and shade the characters and composition
4. Using the white brush pens or white gel pens add highlights



## DISPLAY

Share the work! Display on the wall or create a video of the scrolls to share digitally inspired by the scrolls on Sean Karemaker's website.