

Specification of Competency Standards
for the Printing & Publishing Industry
Unit of Competency

Functional Area - 跨媒體服務

Title	Master the concept of comic creation
Code	106357L5
Range	Among various media, comic creation is unique in its lightness and convenience in production, which yet offers enormous room for creativity. Many world-famous fictional characters are originated from comics. Until now, a considerable number of new comical stories have been adapted in the production of television programmes, animation, and films, which provides a sustainable ecosystem of creativity for the media business.
Level	5
Credit	6 (For Reference Only)
Competency	<p>Performance Requirements</p> <p>1. Master the borderless room for creativity for virtually anything, complemented with annotation aside, conversation, imagination, and smell .</p> <ul style="list-style-type: none"> • Master the elements of comic creation, such as character design, animal, personification of plants, animals or objects, and supernatural characters. Establish the main story line which can sustain for one year, two years, or over ten years, during which time the characters may remain young in the comic if so wished. <p>2. Master the ability in the research for theme and story of comic, and design the image, personality, relationships, and strengths of various characters to gain popularity among readers. Enhance relationship with readers progressively upon initial success in capturing their attention in order to establish a long term readership base.</p> <p>3. Based on the above competency, master the basic creation of comics.</p>
Assessment Criteria	<p>The integrated outcome requirements of this unit of competency are:</p> <ul style="list-style-type: none"> • Be able to create themes and characters that attract readers. • Be able to master the basic creation of comics.
Remark	