

Making Comics

Student Projects F2018

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Samples Pt3: 3person Collaborative, 4 Ways, ...

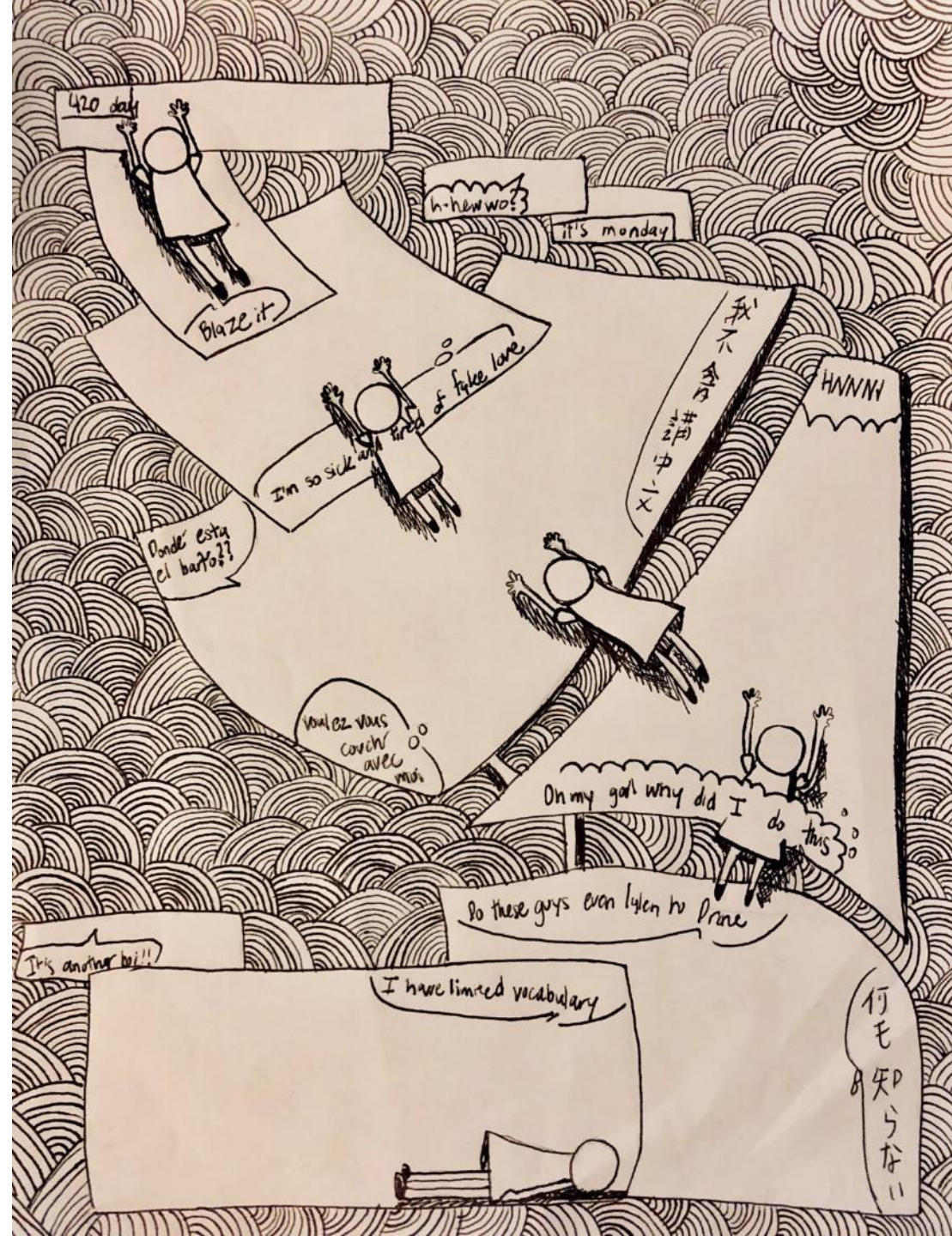
3-Person Collaborative

the first person drew a blank page composition/panel layout, the second person added the words and word supports (balloons, thought bubbles, caption boxes, sound effects, ...)

3-person collaborative
Panels by Ashley
Text by Courtney
Drawing by Me
I call it the clumsy robot



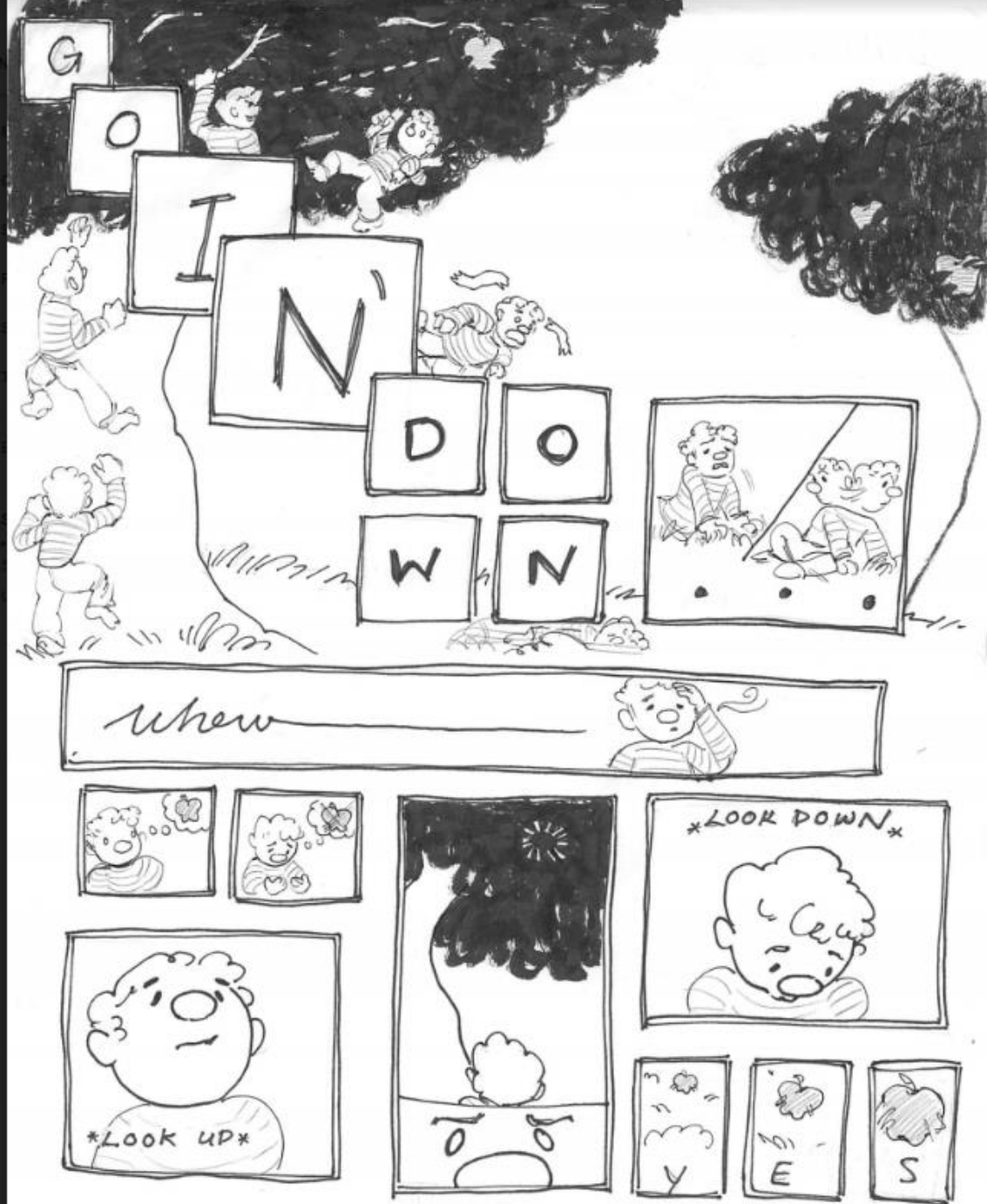
3-person
collaborative:
Dominique,
Veronica, Courtney



3-Person Collaborative:
Ashley
Florence
Dominique



A black and white cartoon illustration of a boy building a word tower. The letters, from top to bottom, are G, O, I, N, D, O, W, N. The boy is climbing the tower, and a girl is sitting on top. A speech bubble from the boy says "Whew". Below the tower are several panels showing the boy's thoughts and actions: "LOOK UP", "LOOK DOWN", and a sequence of panels showing him falling and landing on a pile of letters Y, E, S.



3-person collaborative



Formal Use of Time/Space

create a short comic that makes use of the spatial nature of comics to do something unusual in the storytelling that could ONLY be done in comics. We've talked about the idea of simultaneity in comics, looked at examples of panel breaking and the role the very structure of the panels can have in the storytelling, as well as the strange play with time in Here and How Things Work Out. Play around with it, have fun with it and see what you come up with!

1BER 2018

6

ASSIGNED



7



13

14



20

21

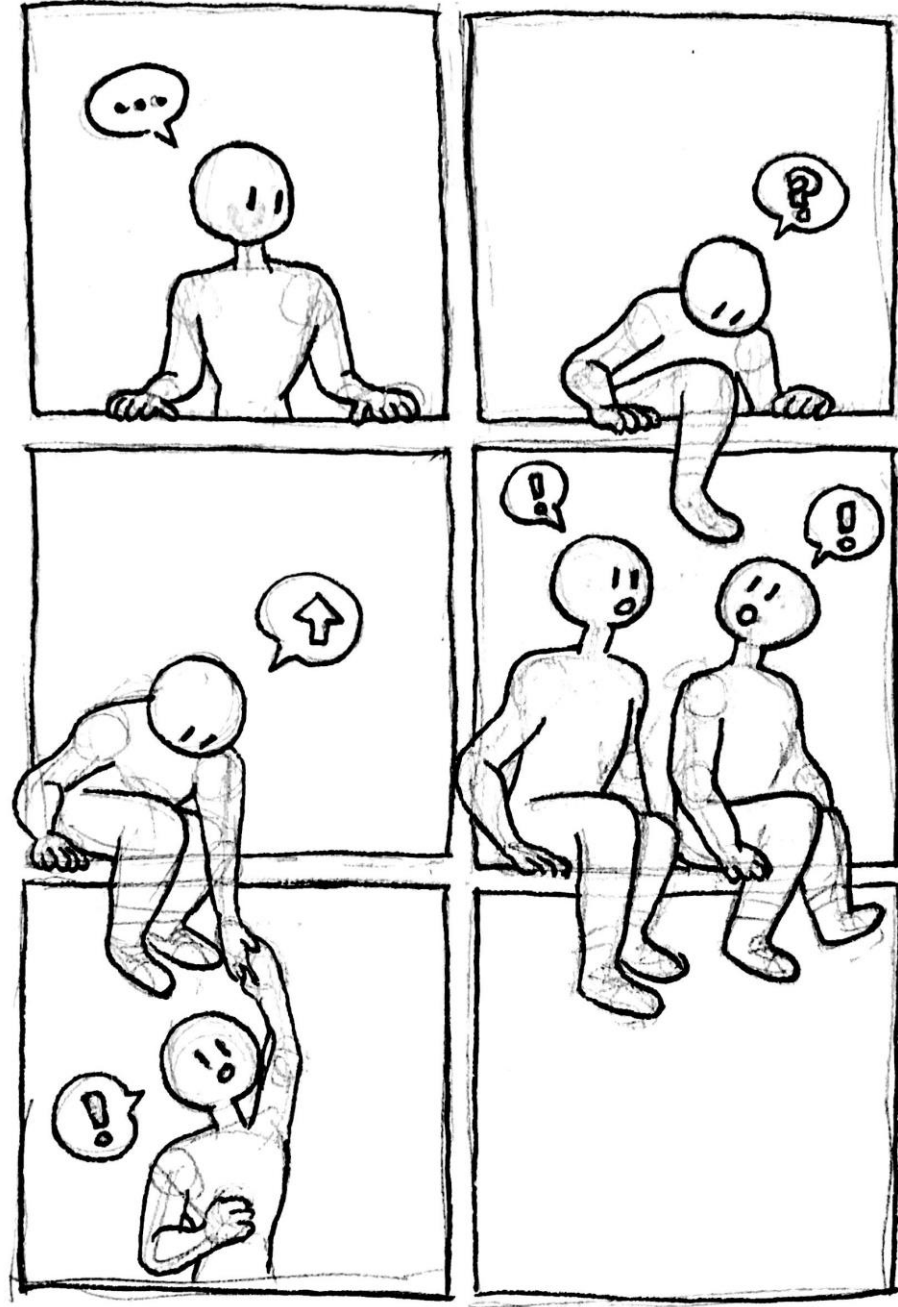


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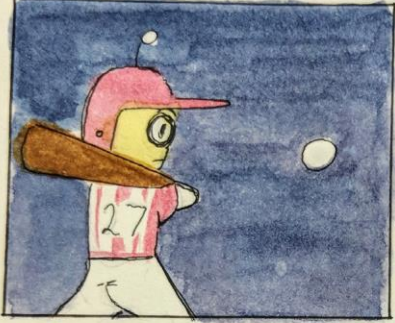
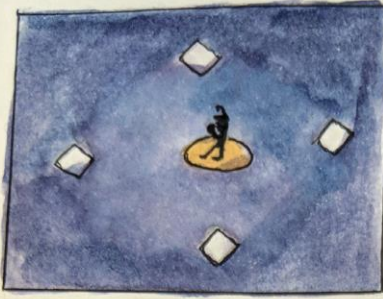
DUE DATE

28

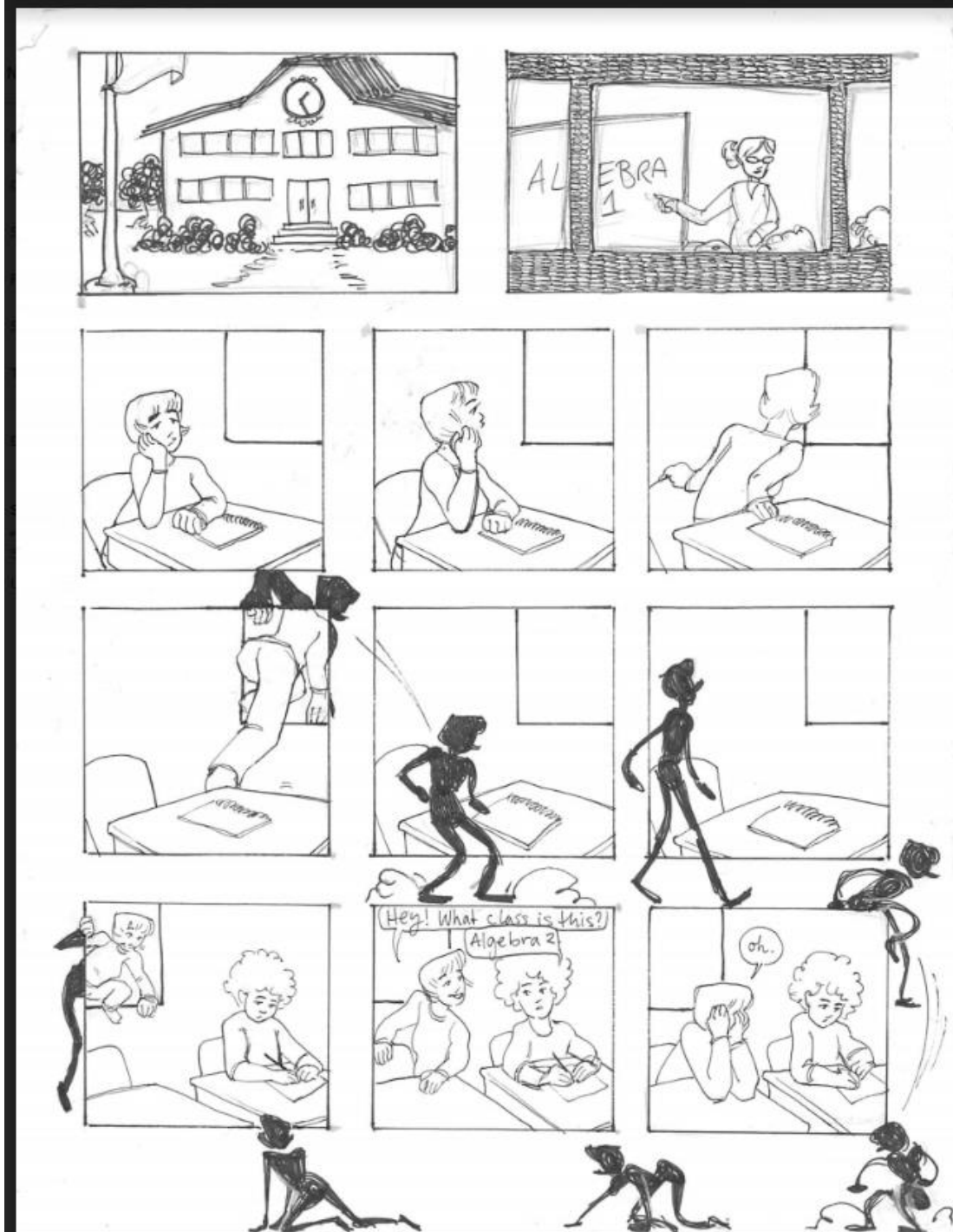
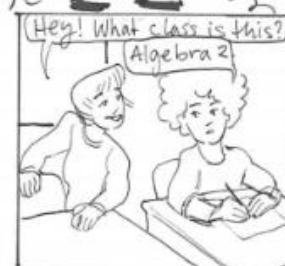
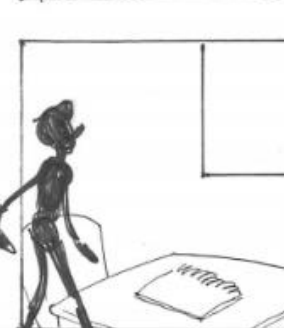
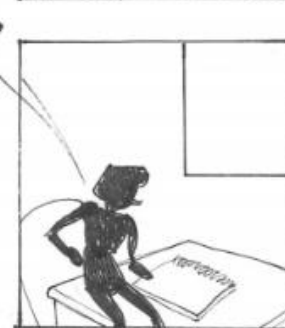
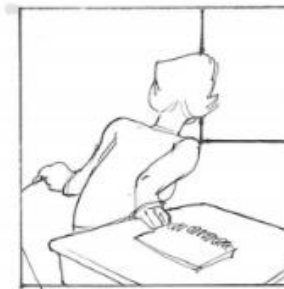








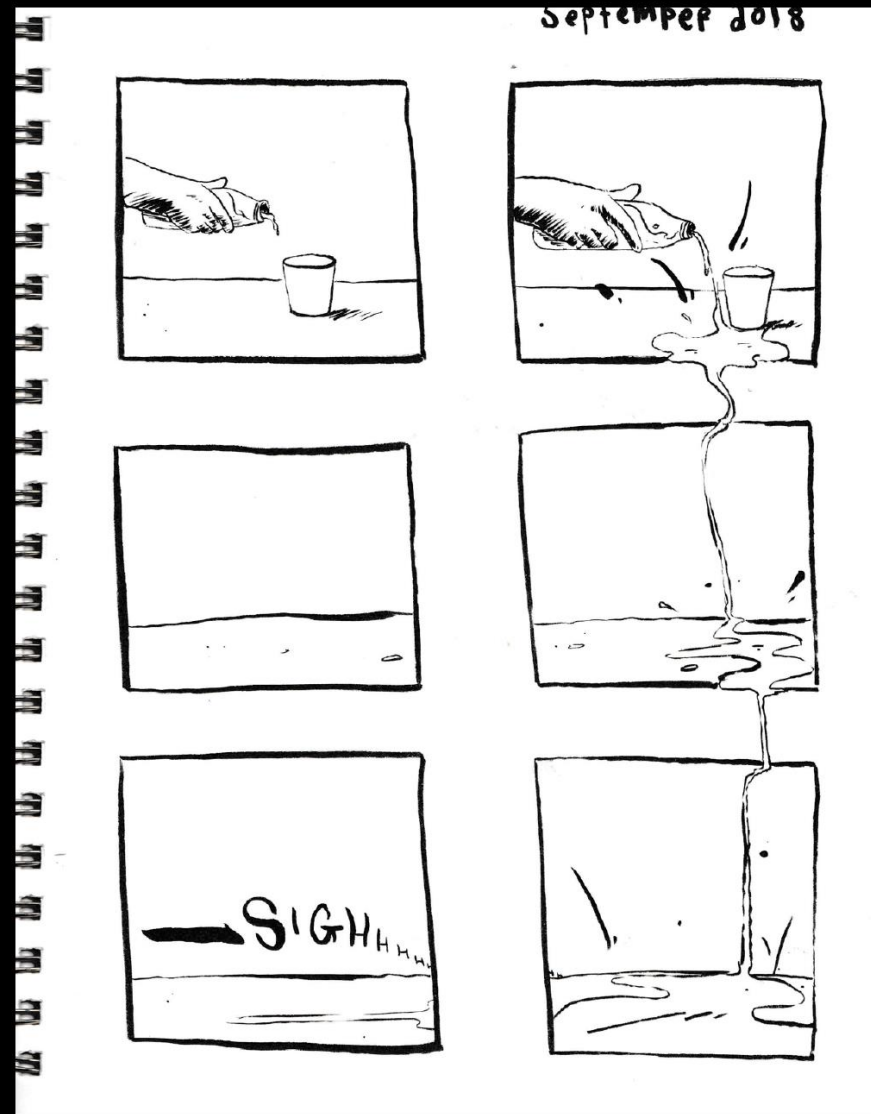
This assignment was so daunting! Growing up (and still now) I was fascinated by comics like Imbattible, where aspects of panels interact with panels earlier or later in the page but still manage to be coherent. I didn't do anything quite that witty, but I think the end result has an interesting motion to it.





skygazing

Formal Use of Time & Space

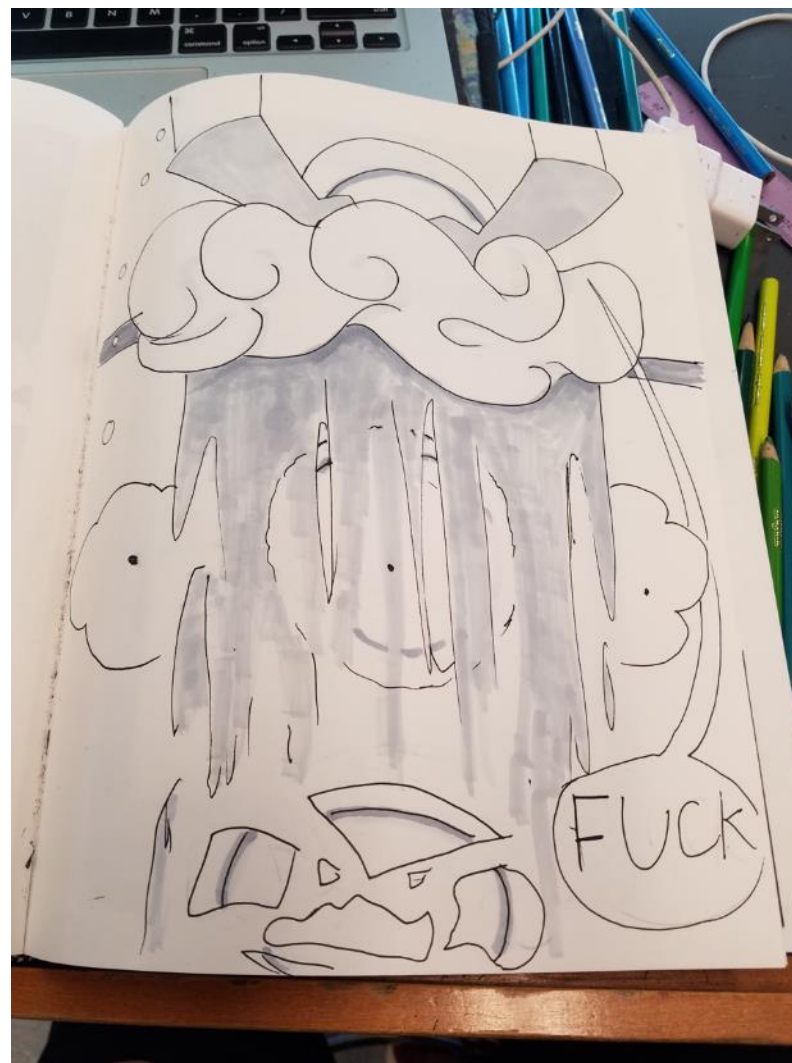
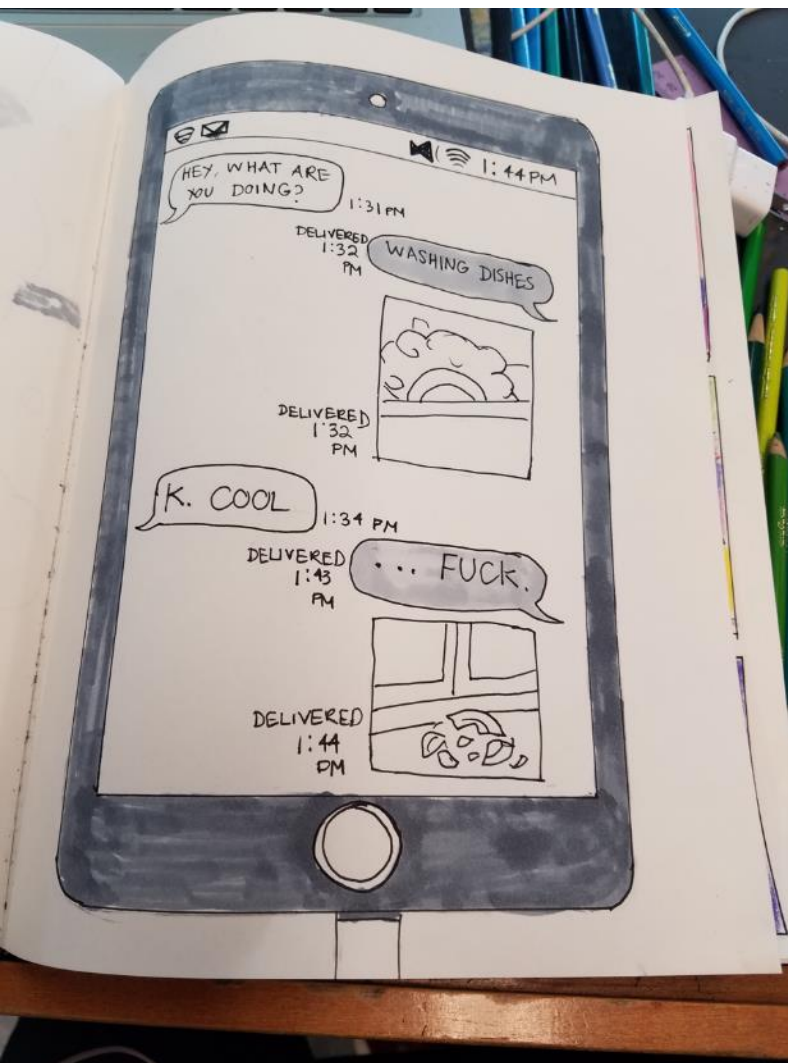


99 Ways +1 for Matt Madden

After exploring Matt Madden's 99 Ways to Tell a Story, pretend that you are adding one more page to it. Take his original concept page - the base one - and make your own variation in a way that he didn't already do in the book. (This is on a separate slideshow)

4 Ways

Playing off of Matt Madden's 99 Ways book, make a one page comic of your own run of the mill story. Then, do THREE more versions of it (for FOUR in total), 1) where you play with STYLE 2) play with STORYTELLING (sequence, structure, etc.), and 3) distort FORM (things that may no longer even be comics by our definition). Push yourself to be inventive and really question the very structure of conveying a narrative. Excited to see what you all come up with! Post here and explain your constraints briefly.





**YOU GOT TO
BE KIDDING ME?!
NO INSPIRATION?!!**

Instagram

AGAIN & AGAIN...

6-9 PM

Carmen is
trying to
find art
inspiration.



10-11 PM

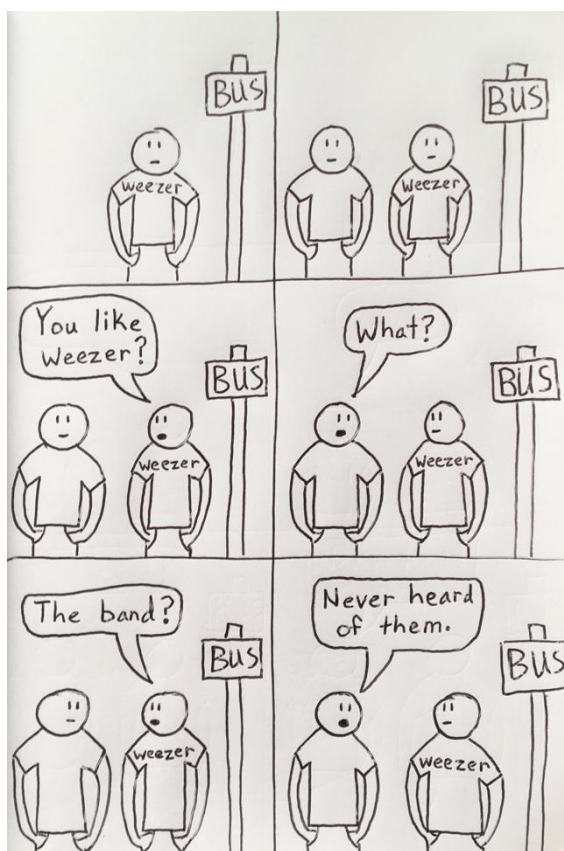
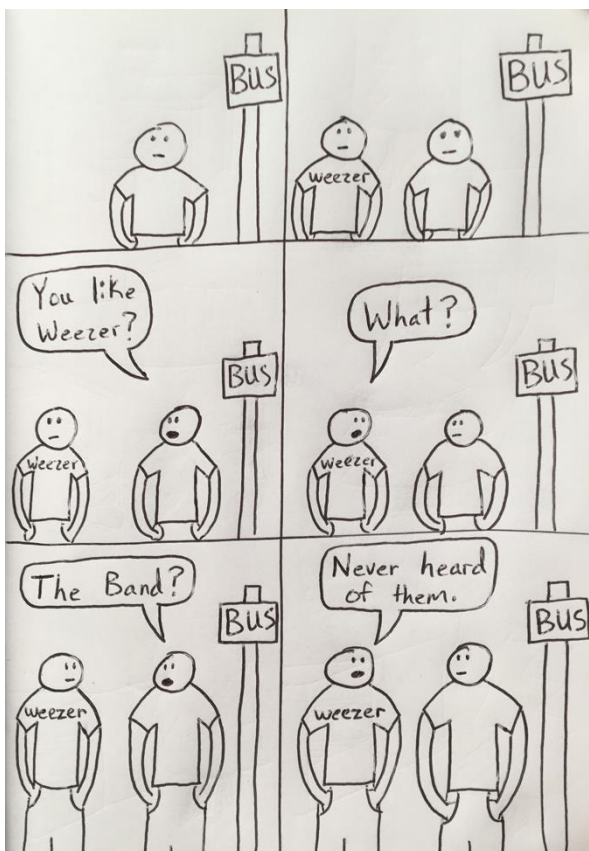
Carmen gives
up because she
couldn't find
anything at
all.

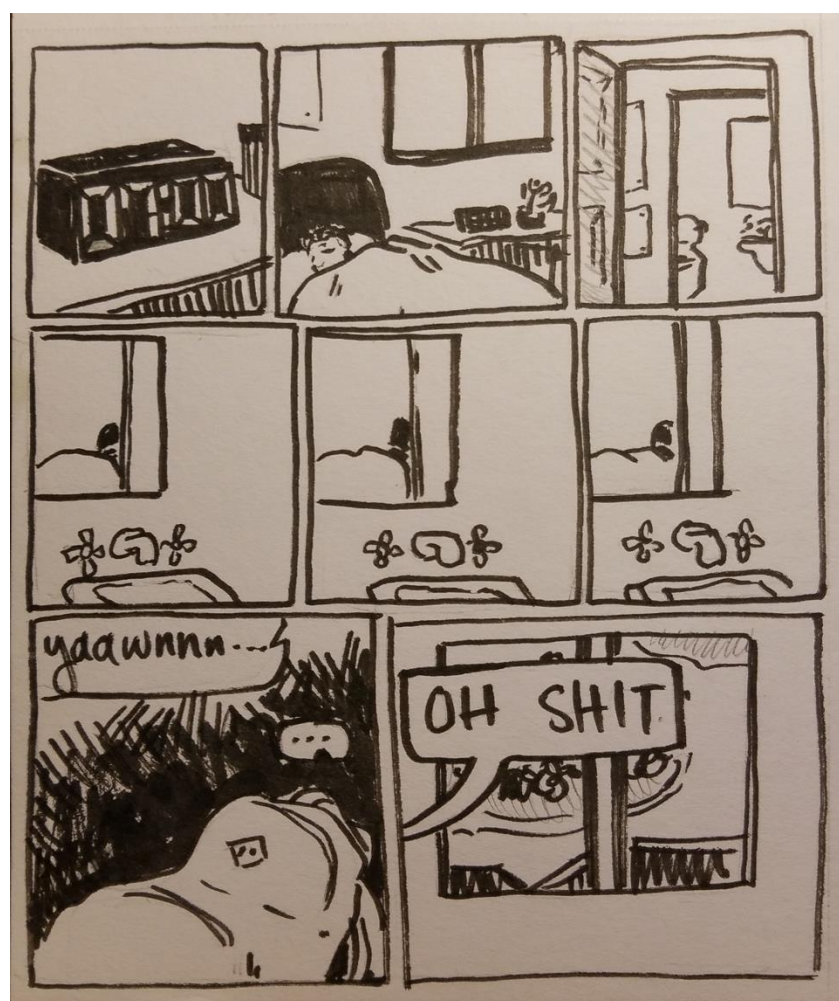
11:30 PM

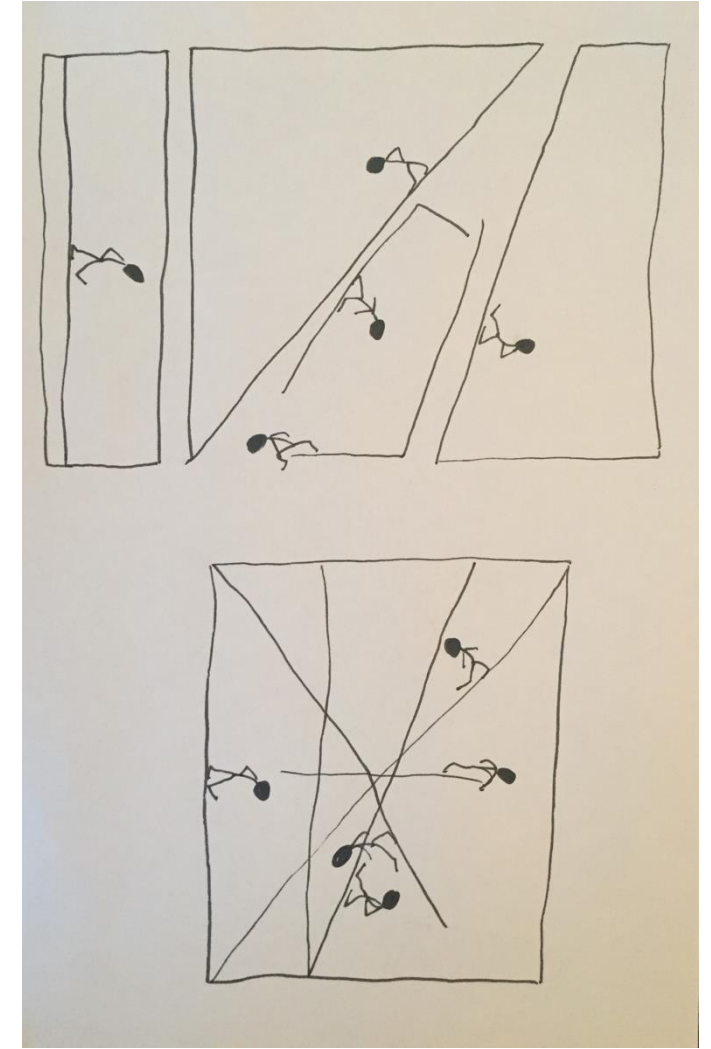
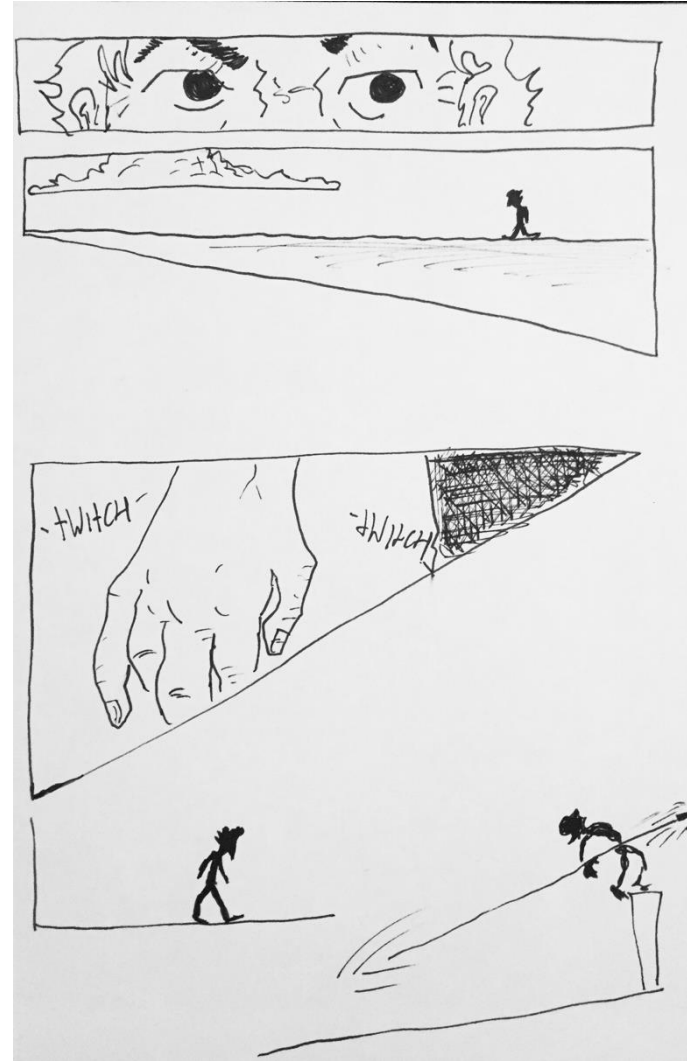
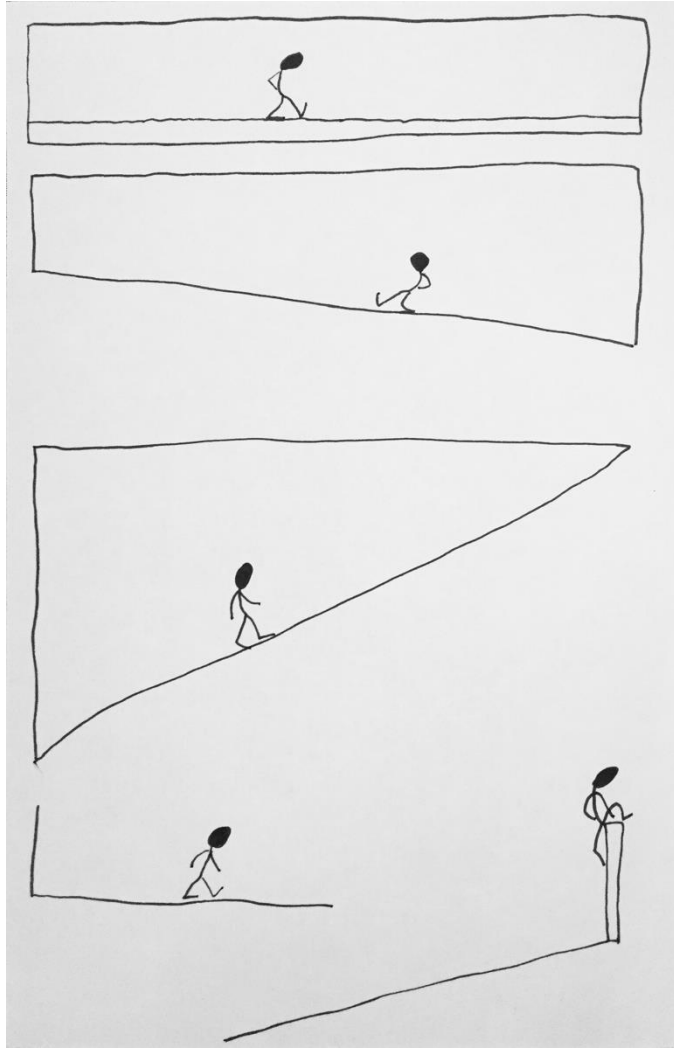
Carmen sleeps.

MINISO AQUARELLE BRUSH









1. Original
2. Style: Spaghetti Western
3. Storytelling: panels rearranged to appear orderly, while still being able to be read as a comic.
4. Form: panels overlapping to create a rectangle, no longer a comic

