

CMX 304: Making Comics 1

VI: Matt Madden - constraints

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San Francisco State University

Response Gallery 15: In-class
20 Lines.

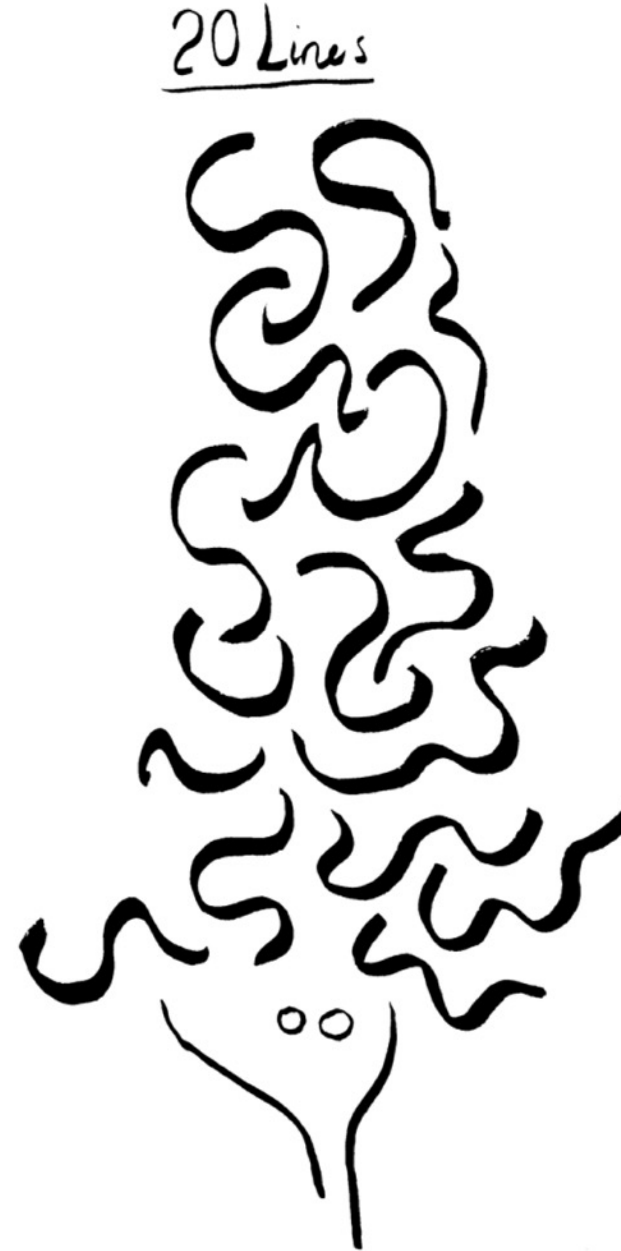
Do 20 Lines (ala Matt Madden)
here...

MATT MADDEN
20 LINES

Evie

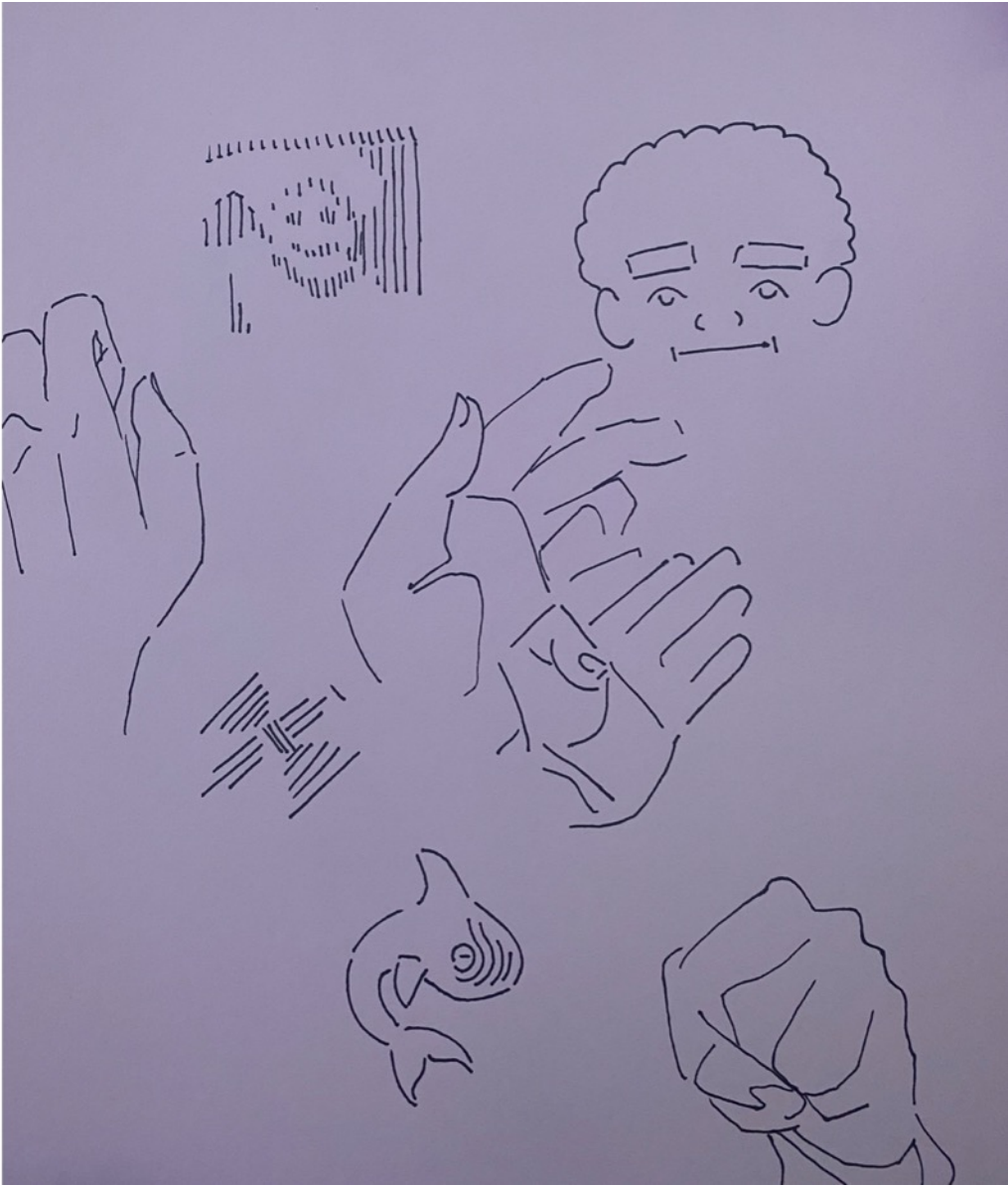


I loved this! I think it was a really cool way to create some interesting drawings

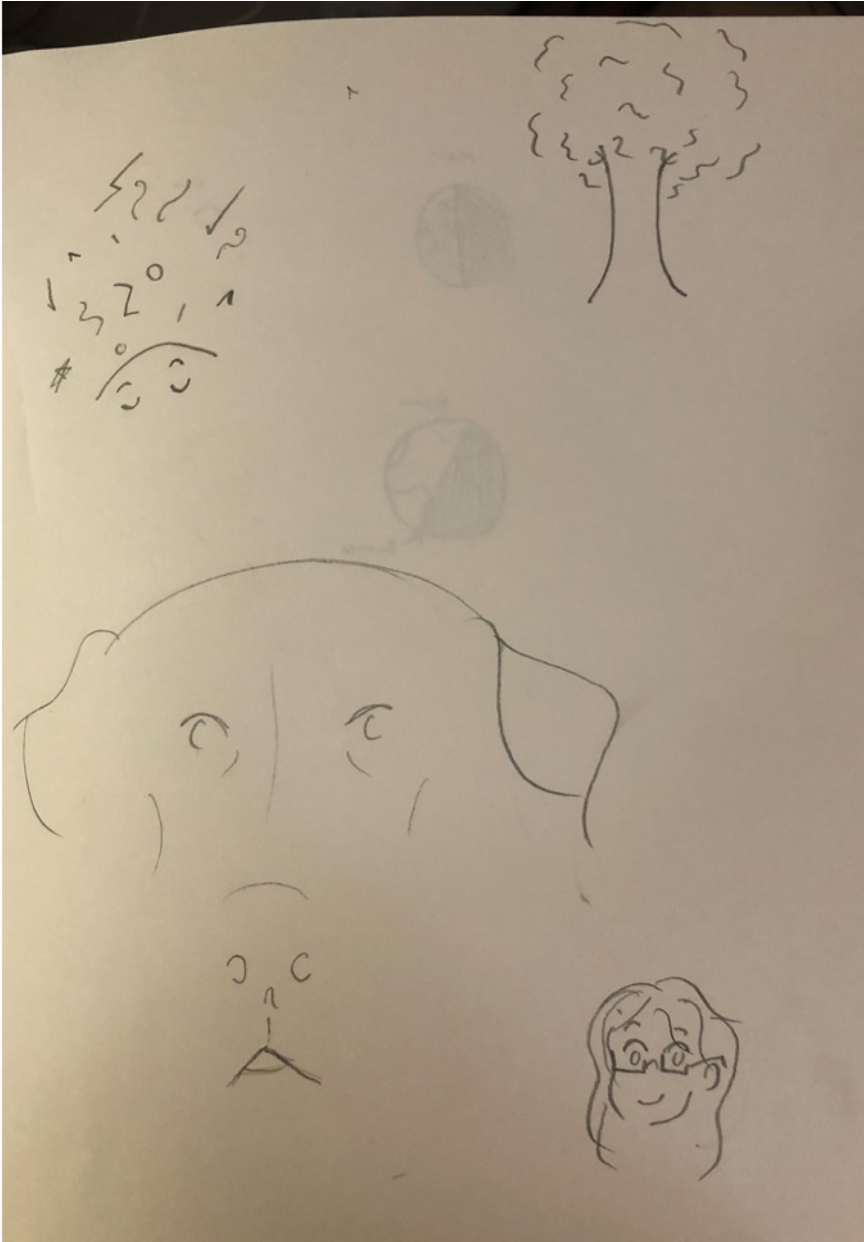


20 Lines

Ruben



Rebecca



Cody

20 Lines #1



CATHARSIS

20 Lines #2



Apartment

20 Lines #3



Fry

20 Lines
SELF-Portrait

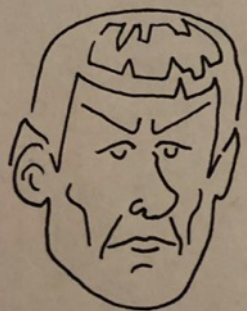


Bailey

20
LINES.
20 lines #1



20 lines Portrait

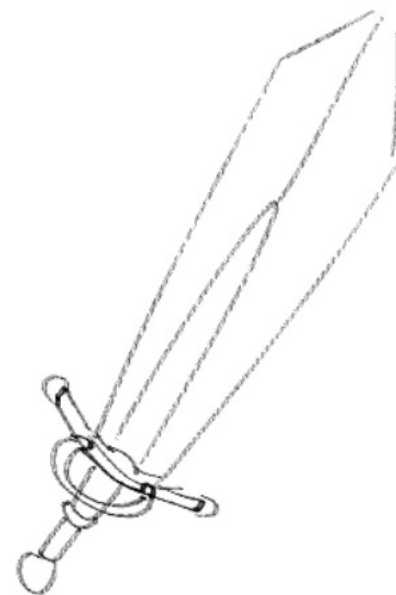
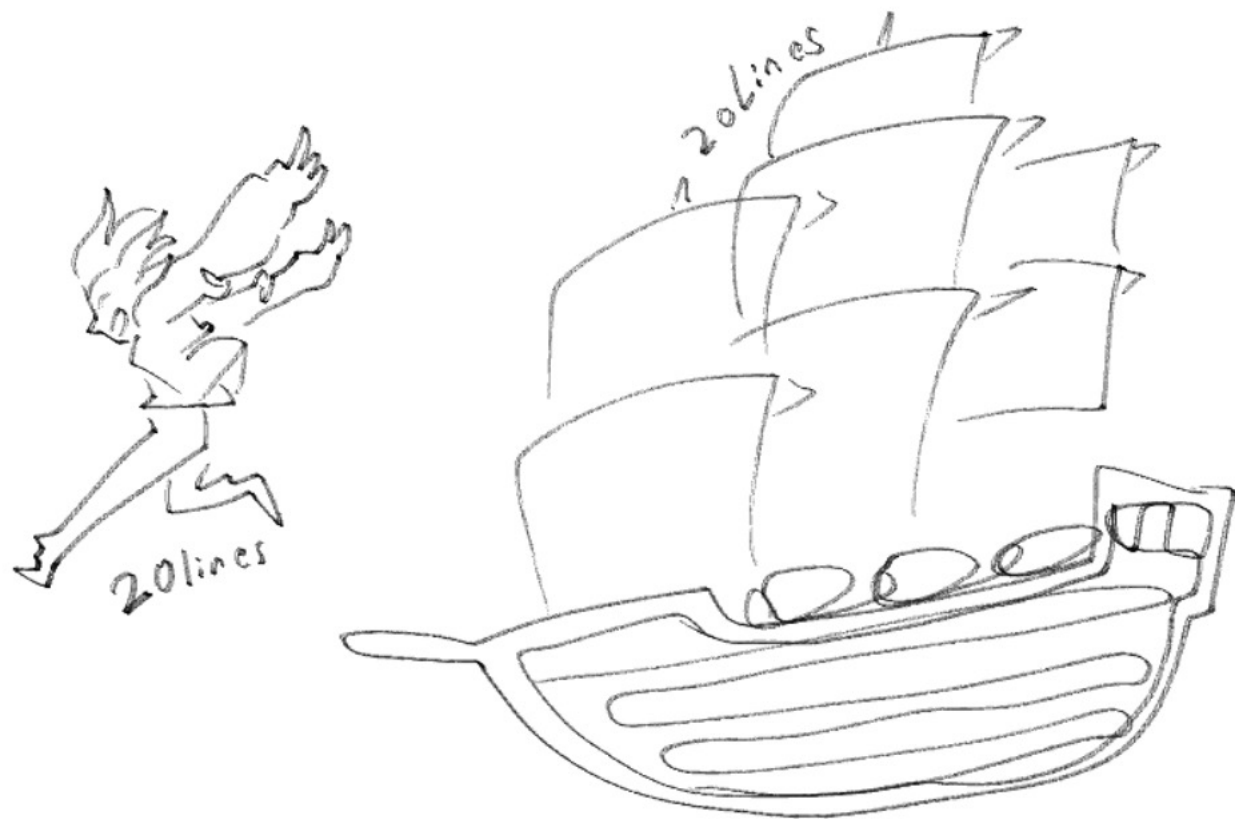


20 lines #2



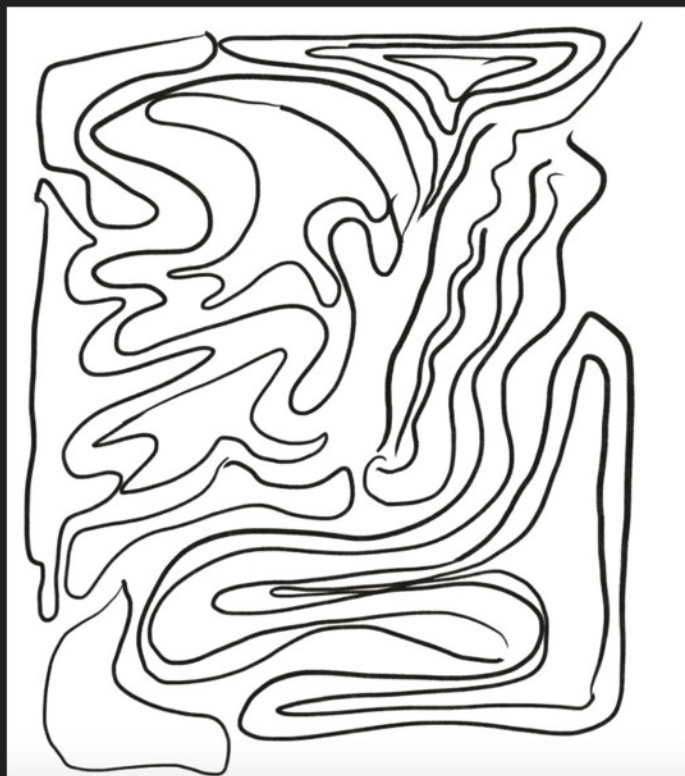
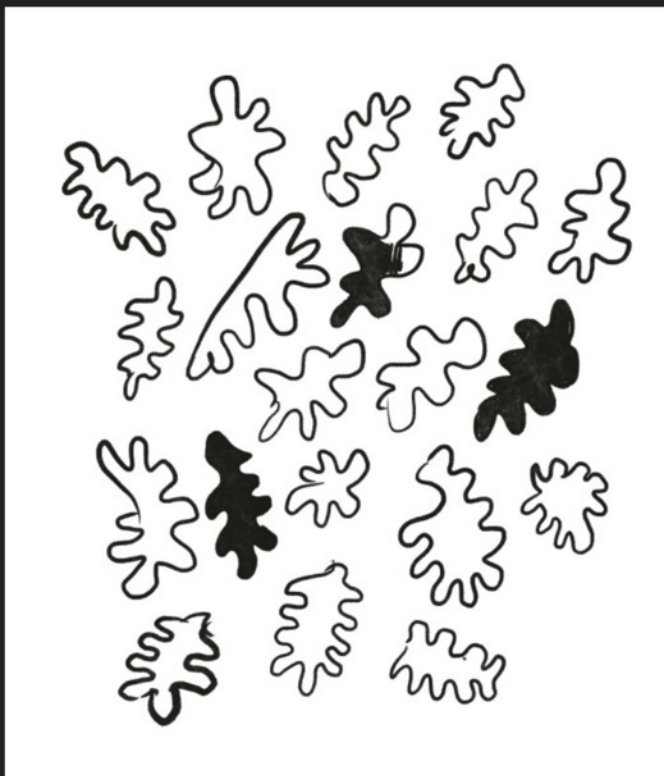
20 lines #3

Alijandro



In-Class 20 Lines

The assignment allowed me to be really conscious and really intentional of the lines I was using

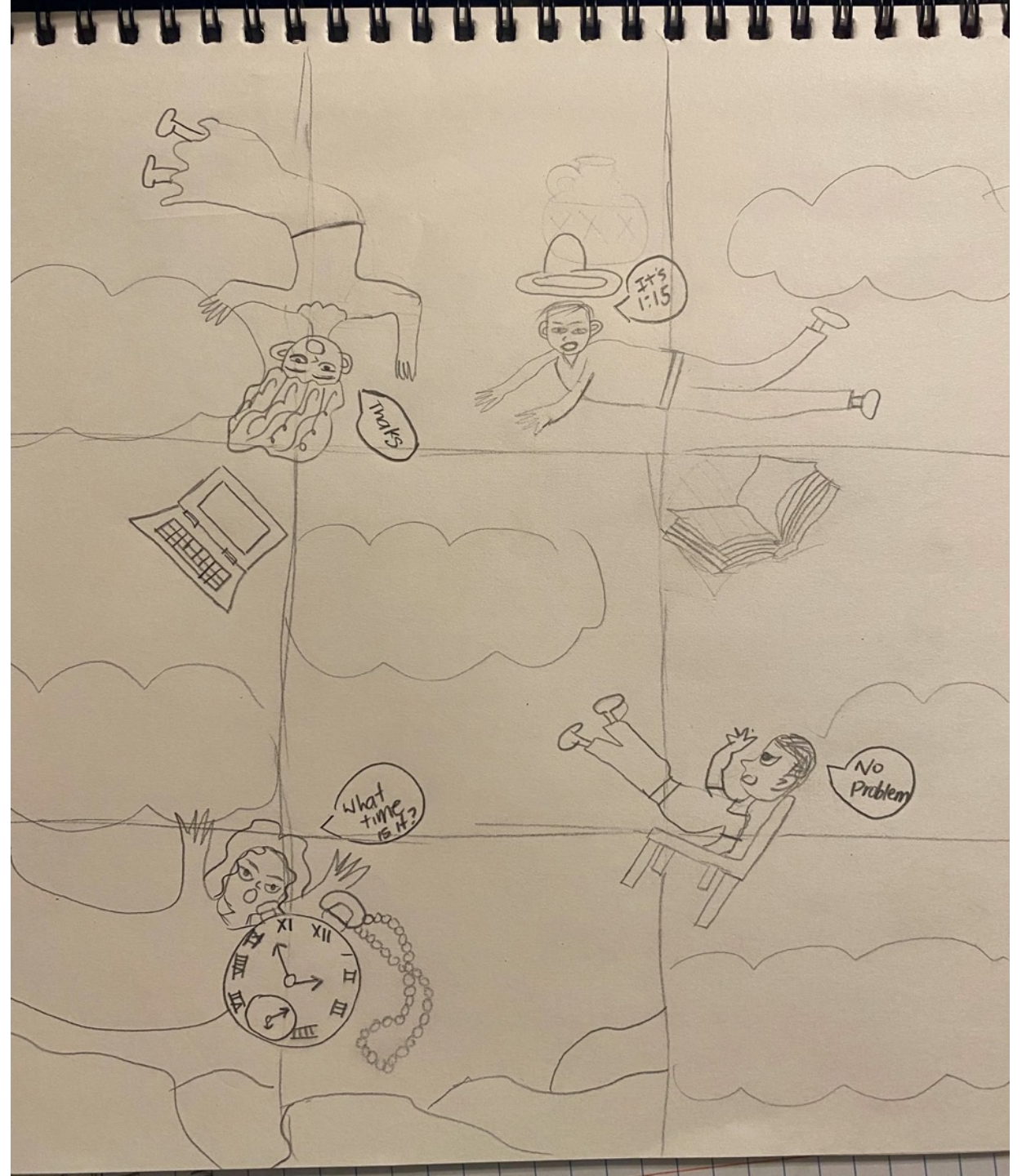


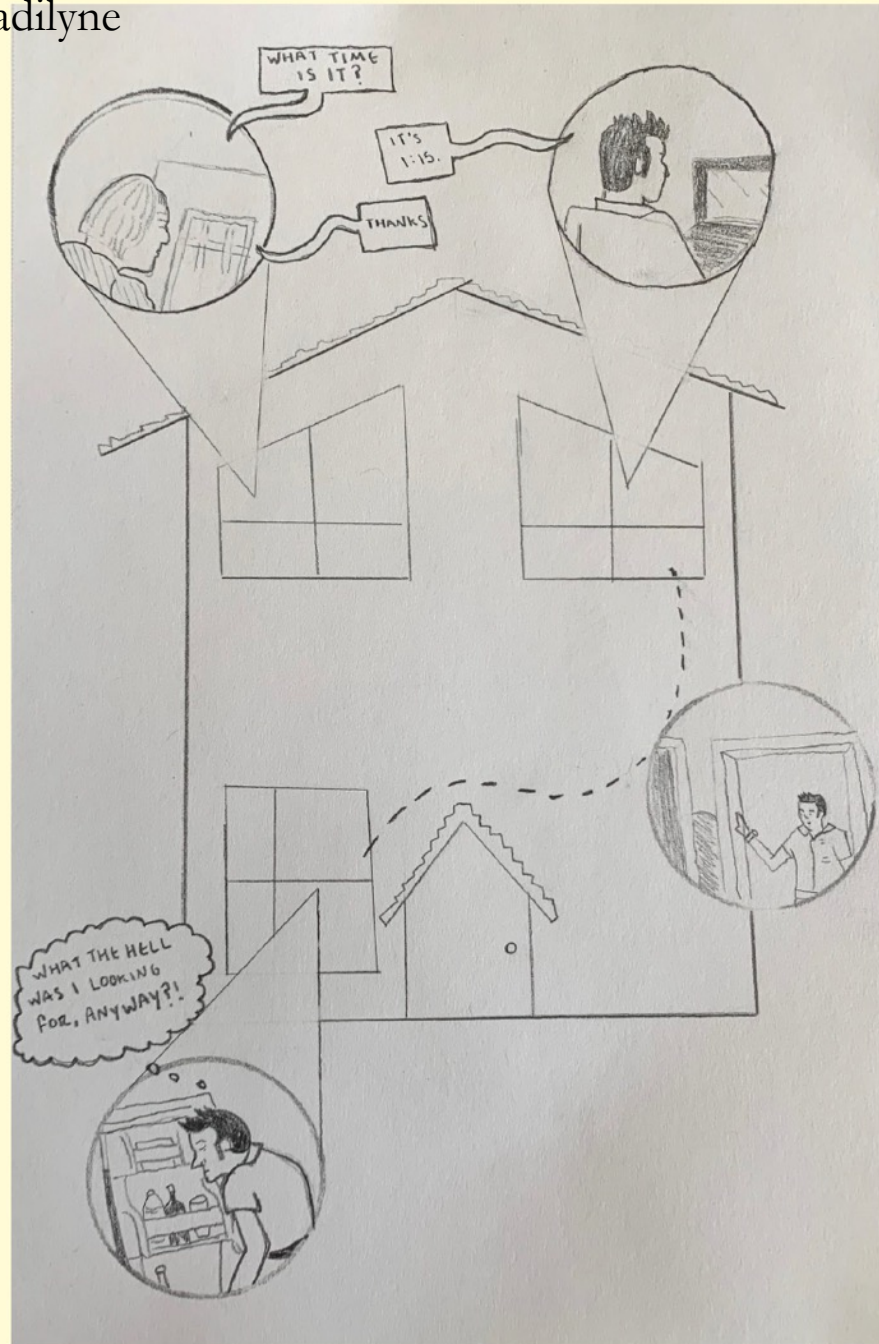
Response Gallery 16: 99 Ways to Tell a Story +1...

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. Post here with any comments you might have.

Matt Madden's
99 Ways + 1

Danae



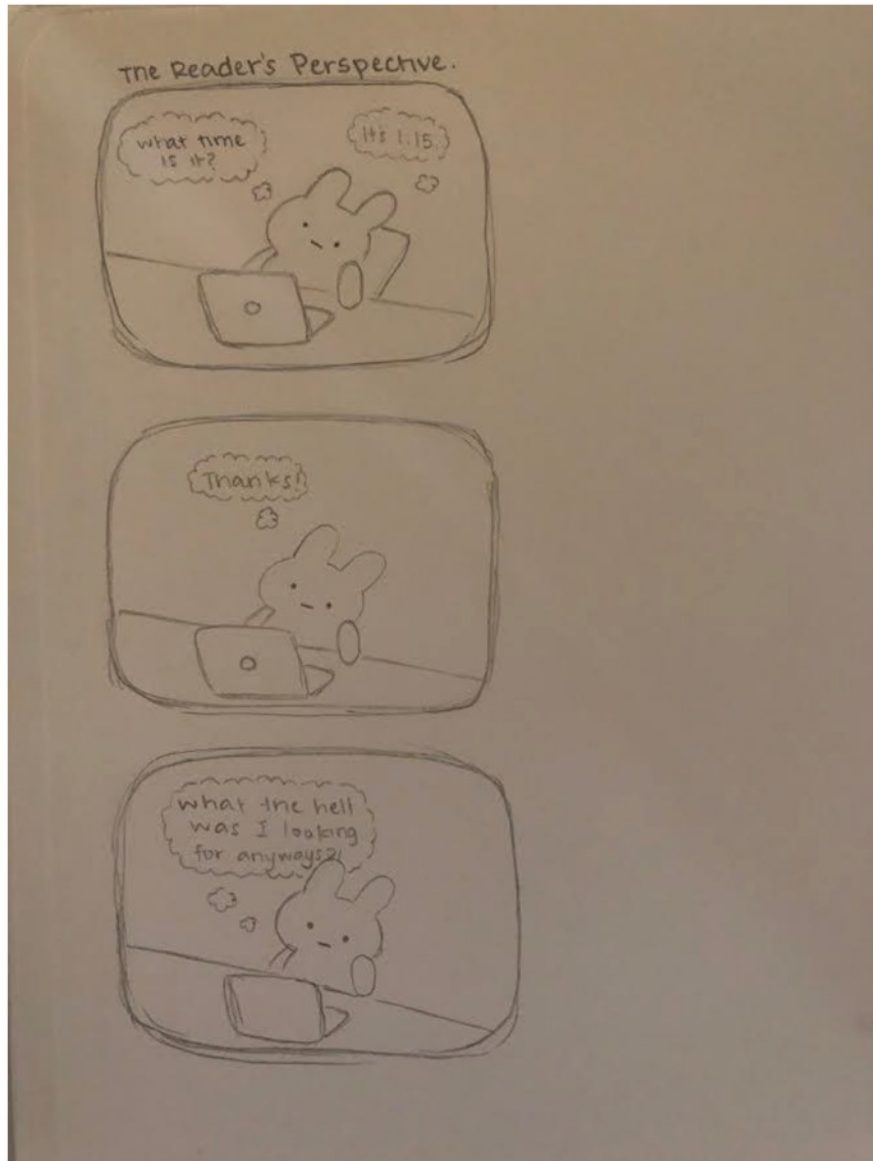


For Matt Madden's 99 Ways to tell a story I decided to add an overview of the house (similar to formats used by Alison Bechdel in Fun Home) and add small bubbles which show Matt's journey throughout the house.

Melissa

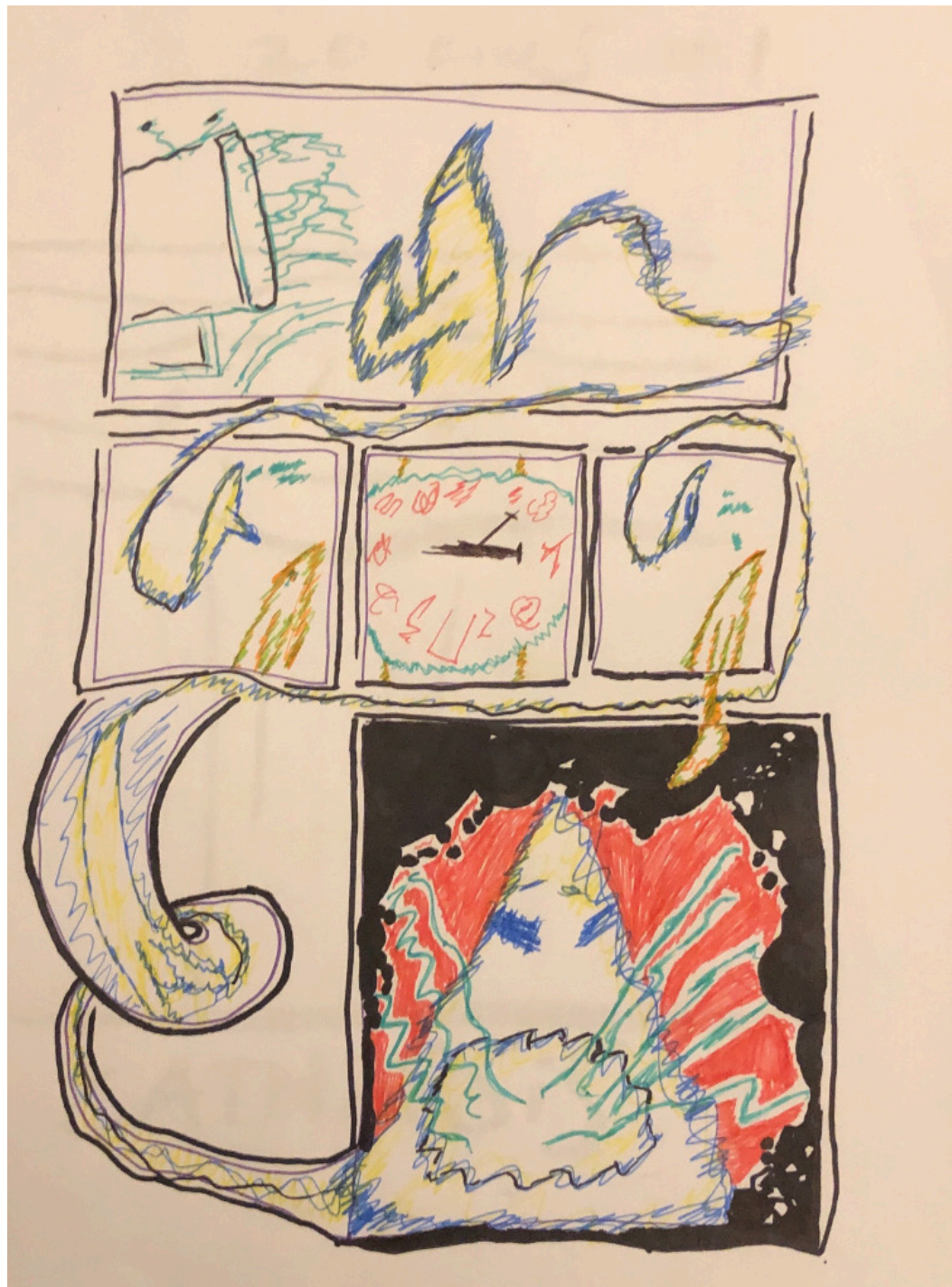


Melissa Delapp



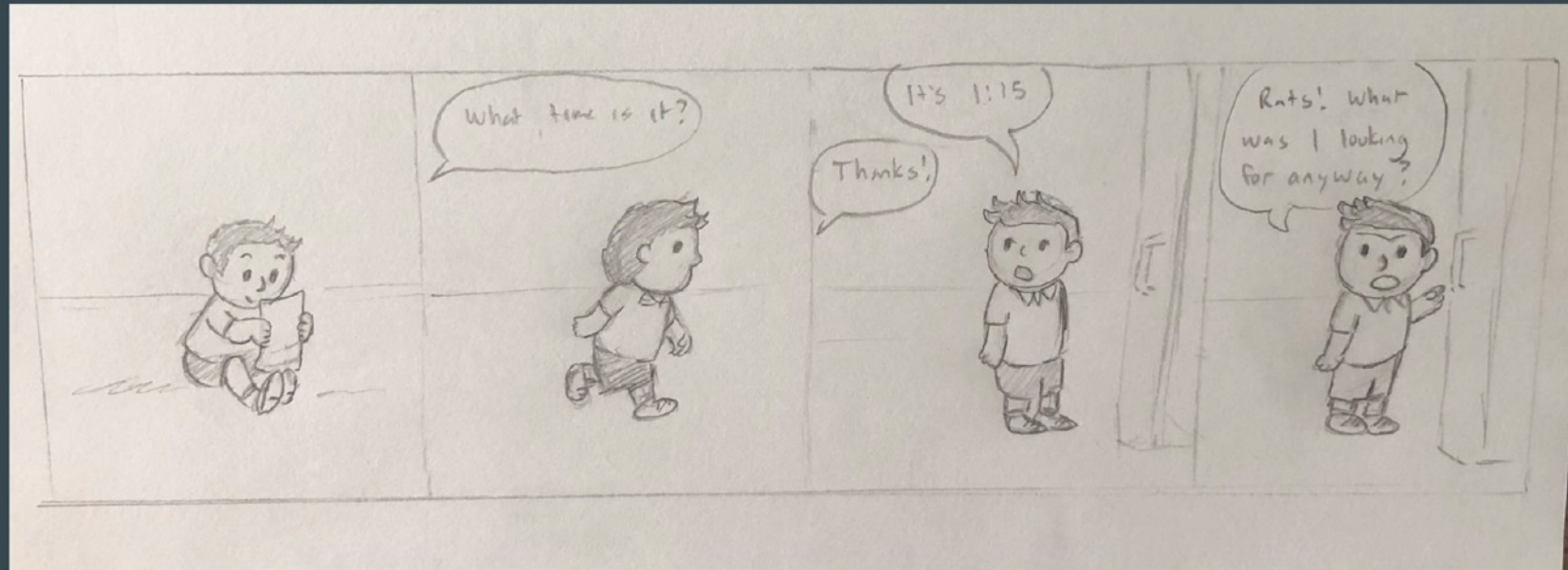
I decided to go simple on this one because I could not think of many other ways to tell this story. I did this story from the reader's perspective. Also, this is one of the first times that I used bubbly panels, and I found that I did like them so they do show up more later.

Cody: So my version of this was take on it with these beings of light and energy kinda. Although there's no written dialogue, it still does follow the original script (it's 1:15!).



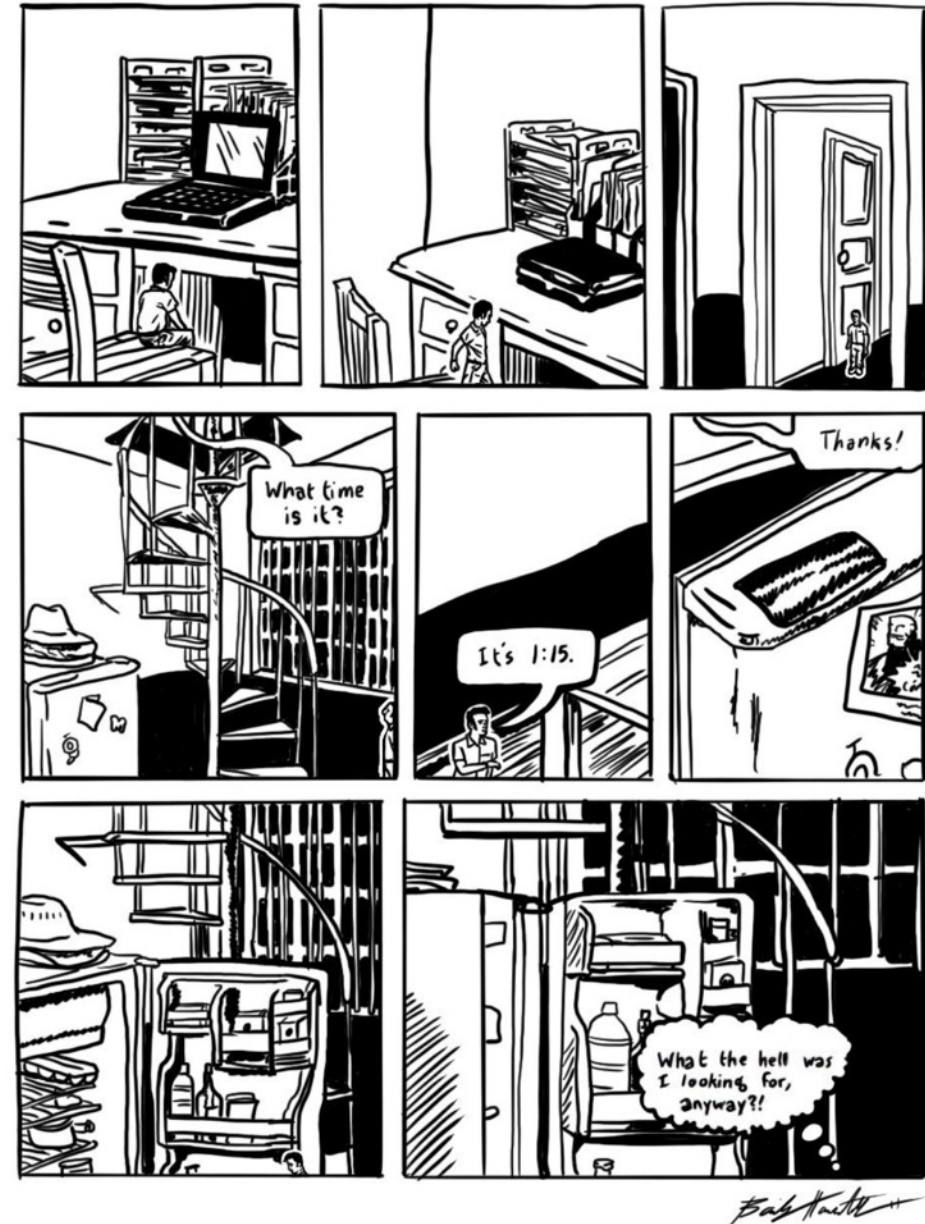
99 Ways to Tell a Story

For this activity we had to add another unique page to the story given in Madden's book. I decided draw it in the style of Charles Schulz, who is one of my favorite comic artists. I was really impressed with the different variations that everyone submitted.



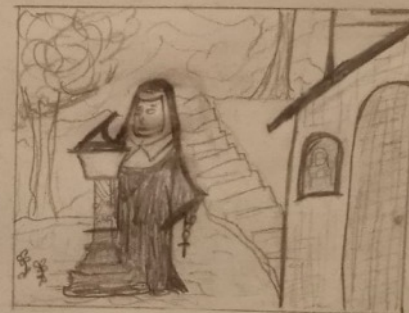
99 ways to tell a story + 1

With this comic we discussed Matt Maddens *99 Ways to Tell a Story* and in doing so we had to add a new way to tell that story. So I chose to keep everything about the comic the same except the man in it was now extremely small.

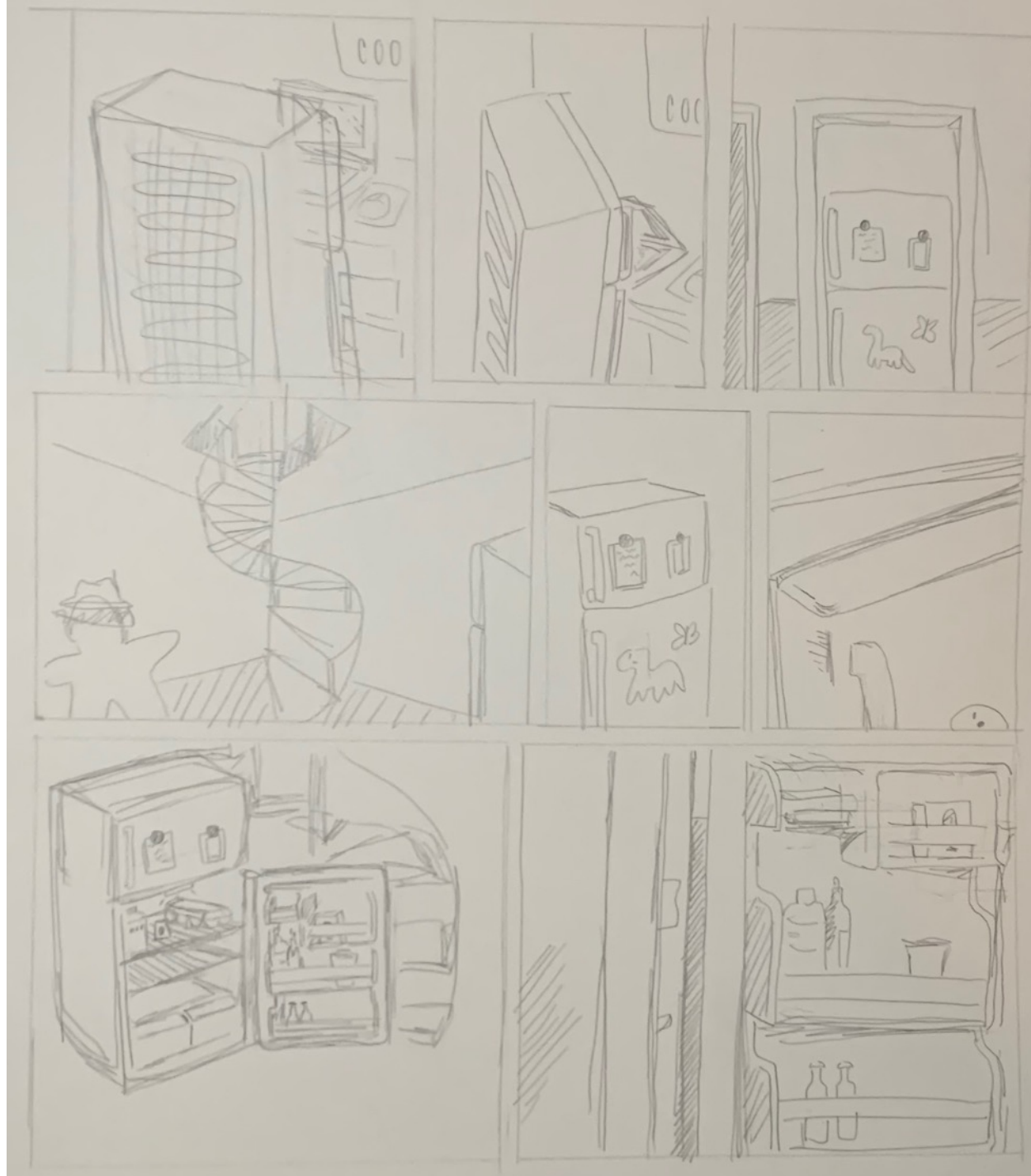


Jillian

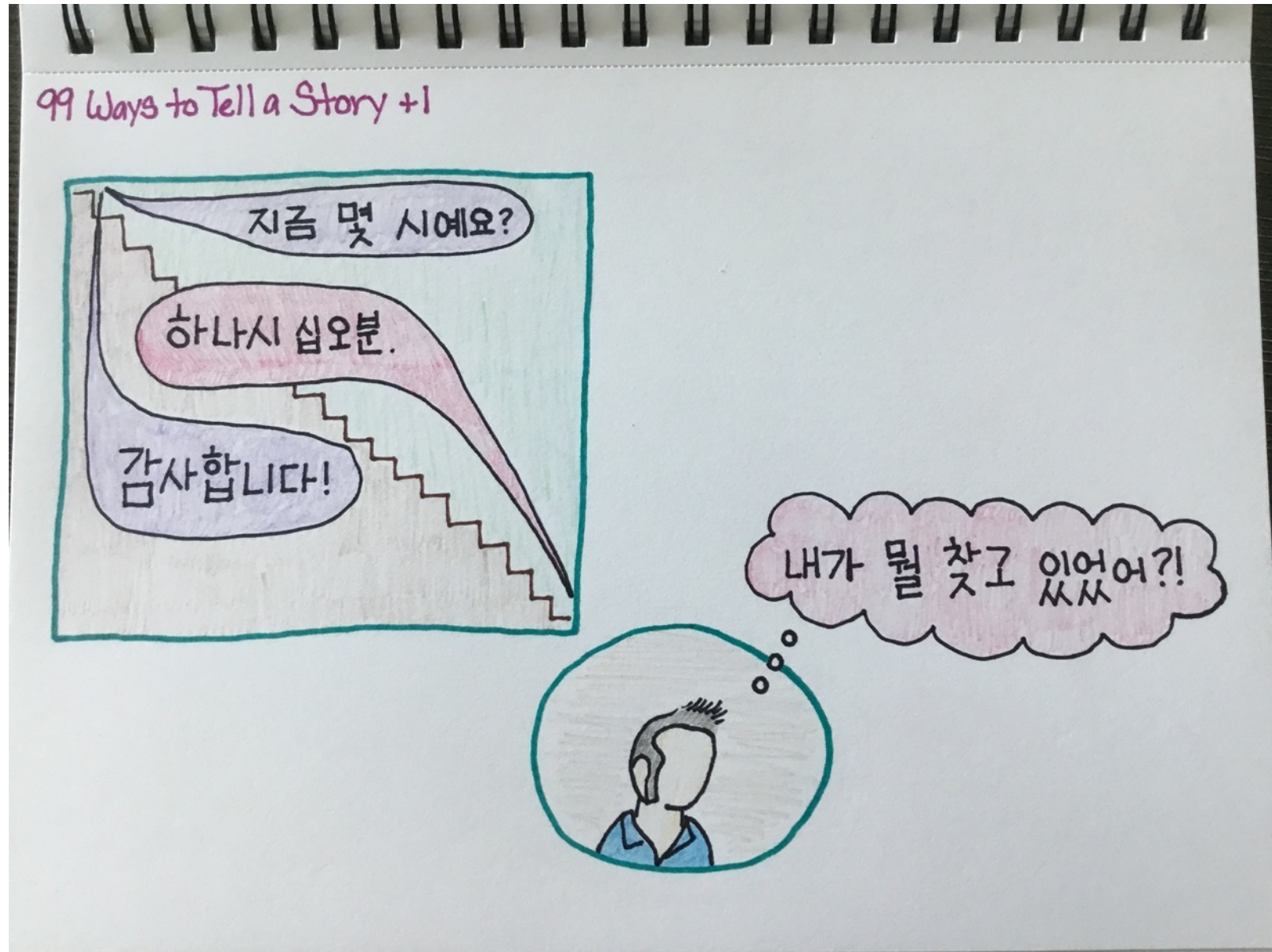
18th Century Catholic Church

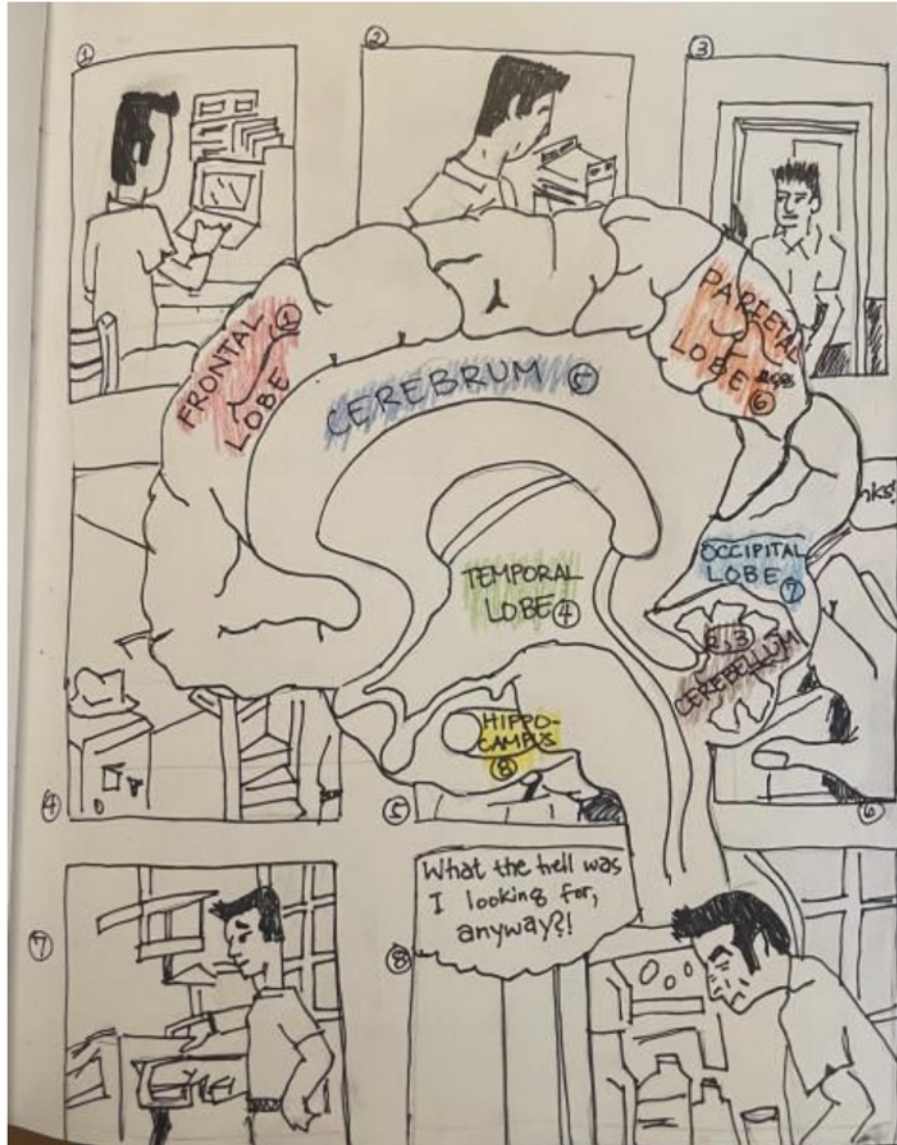


Natasha



Naomi: I overly simplified the comic and focused more on text locations. I know there was already a page where it's written in a different language but I used a language (Korean) that wasn't used in that version.





For this exercise, I thought about how to tell Matt Madden's story in a psychological way. So what I did was I drew an actual brain and highlighted the parts of the brain that were responsible for each panel.

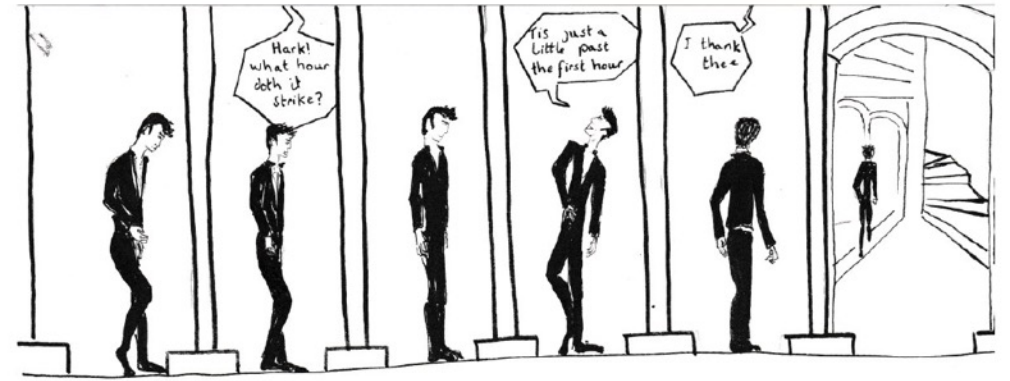
Frontal lobe (Panel 1) - high-level functions Cerebellum (Panel 2-3) - standing up and walking

Temporal lobe (Panel 4) - hearing Cerebrum (Panel 5) - reading and speaking Parietal lobe (Panel 6) - Sensory/touching

Occipital lobe (Panel 7) - info regarding sight and visual Hippocampus (Panel 8) - important for memory and ability to remember

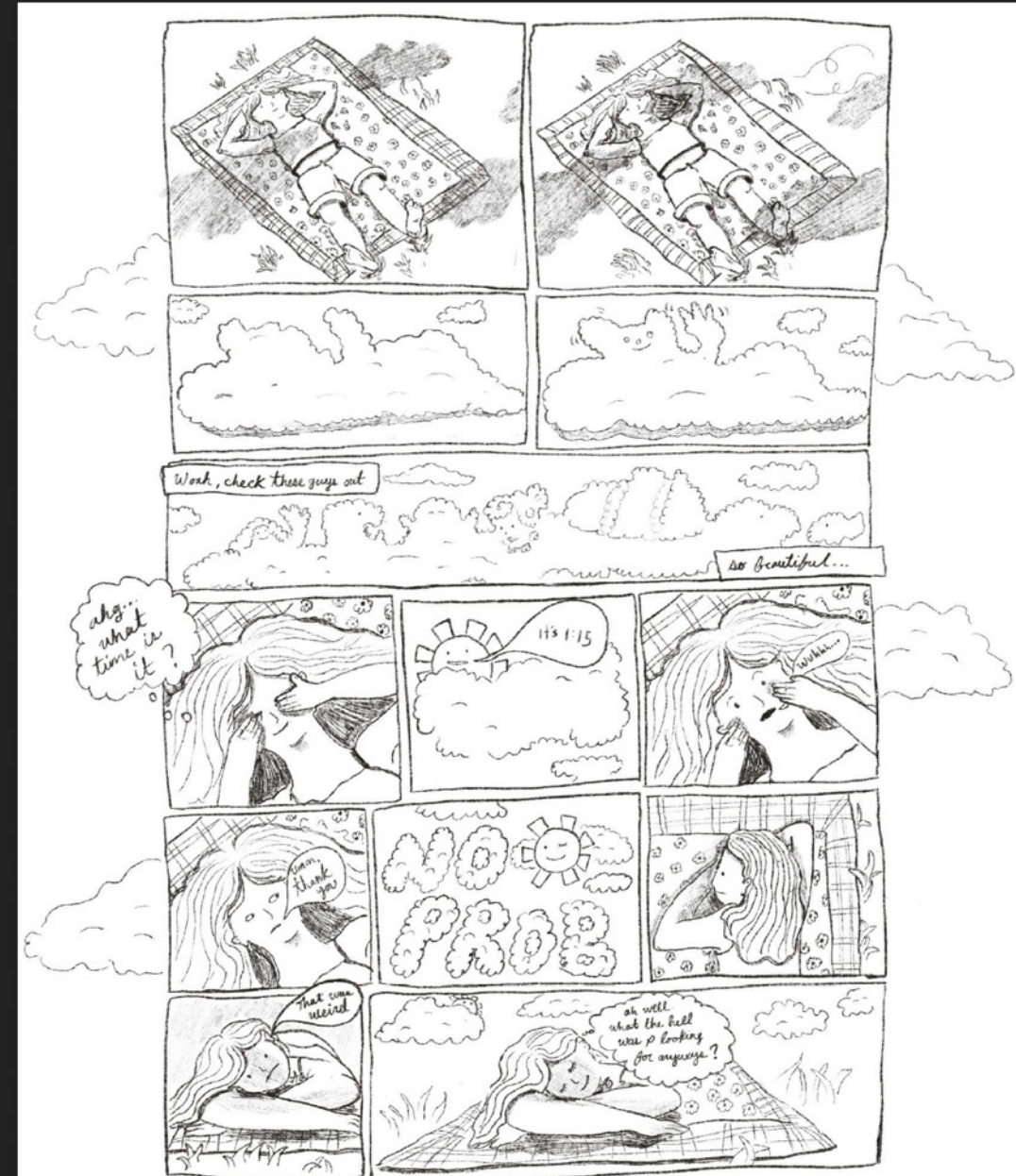
99 WAYS TO TELL A STORY +1

I was just going to do the De Luca effect but in Madden's style, with the staircase as the central feature. But I got carried away and ended up doing the whole thing very close to De Luca's style; speech bubble shape, Shakespeary language, hamlet costumes and theatrical mannerisms etc



99 Ways to Tell a Story +1

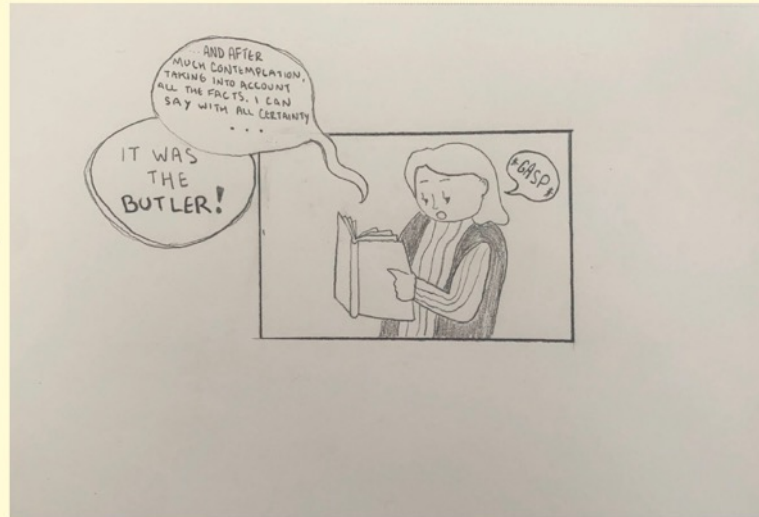
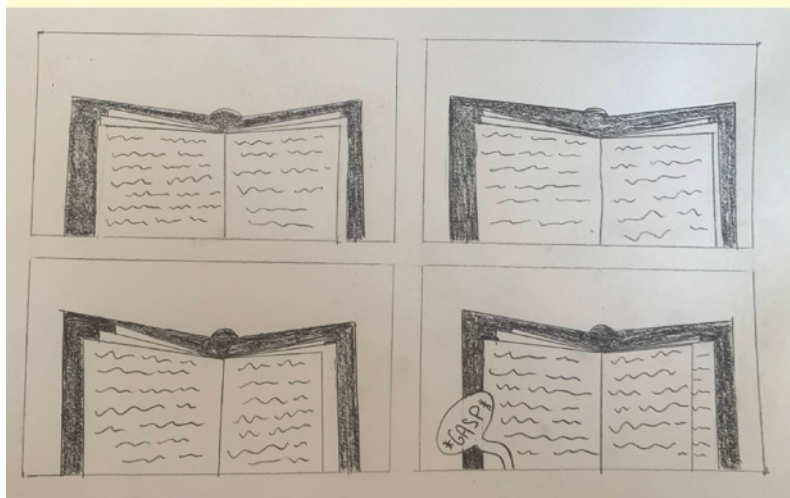
When I started this comic, I had the idea that I wanted it to take place outside with clouds overhead. The story built itself from there.



Response Gallery 17: 3 Ways to Tell a Story

Playing off of Matt Madden's 99 Ways book, make a one page comic of your own run of the mill story. Then, do TWO more versions of it (for THREE in total), 1) where you play with STYLE 2) play with STORYTELLING (sequence, structure, etc.), and/or 3) distort FORM (things that may no longer even be comics by our definition). Pick two of these strategies - or do all 3 if you want to. 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.

3 Ways to Tell a Story



For my simple story I choose to illustrate a woman reading a mystery novel. The first way of telling the story shows the woman reading and then shows what is happening in the story of the mystery book. The second way of telling the story simply shows the book the woman is reading and her reaction (showing that context is needed for understanding what is in the book). The third way of telling the story is a single panel with both the dialogue of the book and the woman's reaction.

3 Ways to Tell a Story

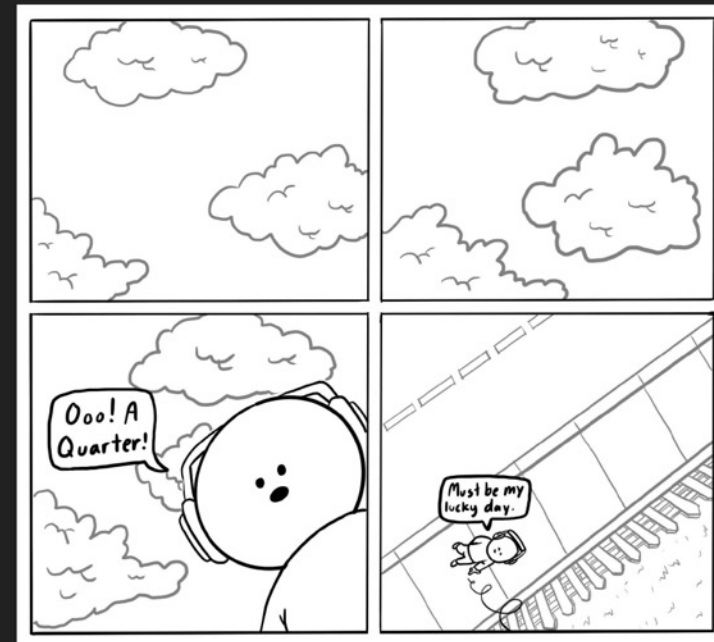
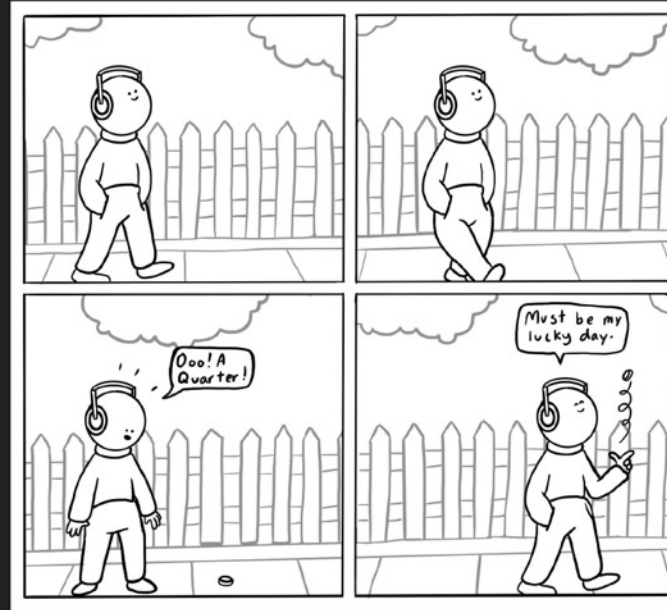
For this activity we had to come up with our own story then make two other variations of it. The story I chose was of a girl's hair appointment not going the way she hoped. The two variations was a dog having a hair appointment, and the haircut from the hairdresser's point of view.



3 Ways to Tell a Story

Now it was our turn to tell our own story in three different ways, only changing a few of the limitations with each one.

I chose to have this man walking and finding a coin, then have him do the same thing except in a post apocalyptic world, and then from the perspective of the coin.

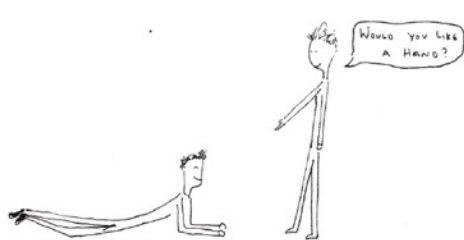
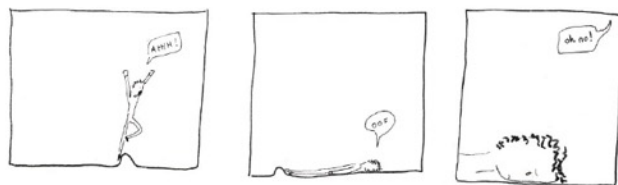
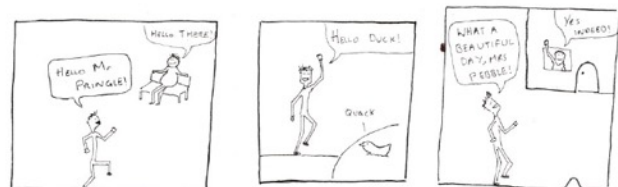
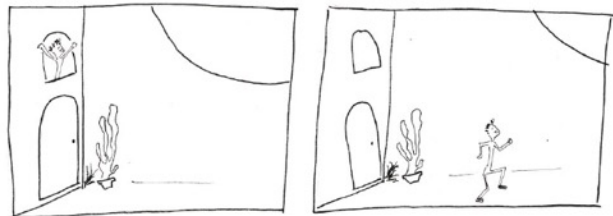


3 WAYS TO TELL A STORY

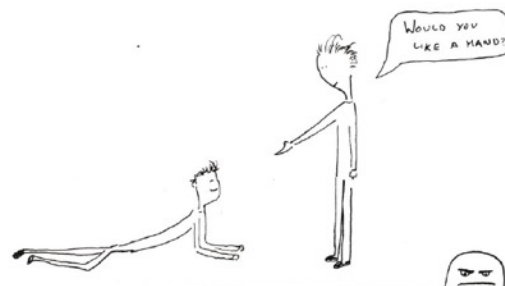
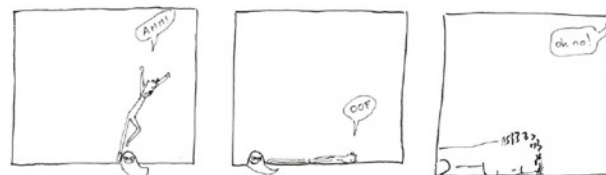


3 WAYS TO TELL A STORY

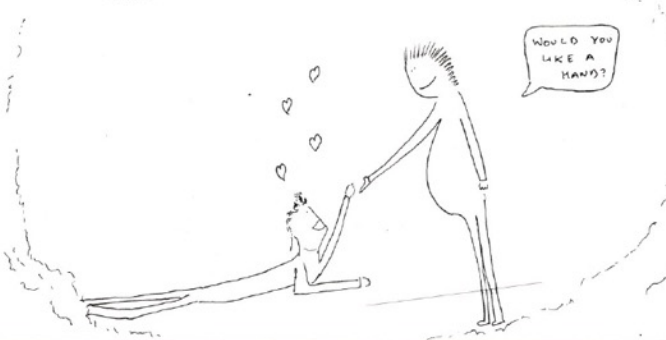
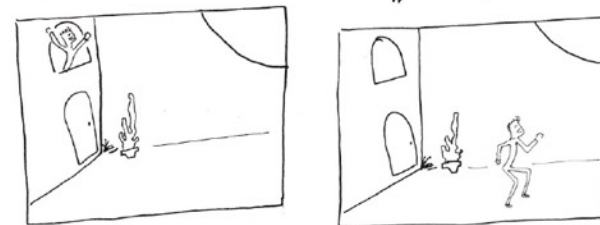
A BEAUTIFUL DAY.



A BEAUTIFUL DAY. "VENGEFUL SLUG EDITION"



A BEAUTIFUL DAY. "MR PRINGLES CRUSH EDITION"



My boring story was about me buying groceries. I made it more dynamic by changing the characters into aliens. It was super fun creating the alien designs.

