

## Turning a Novel Graphic Major Grade

Your first assignment is to design and create a graphic “translation” of a novel, short story or play that you have read as part of the St. Stephen’s curriculum. The best examples will aim for an atmospheric and thematic representation rather than a literal one.

Parameters: You are free to choose HOW you want to represent your chosen text. Remember--you can draw stick figures, realistic figures; you can paint or use pencil or use collage; you can use traditional sequential panels or not; you can use thought bubbles or narration; you can use color or keep it in black and white. The only stipulation is that your representation contain at least six panels (this is to encourage you to incorporate the passage of time/development of plot in your representation).

Materials: you can also choose the materials you use and the size of your final project. Here are some options:

- 8 1/2 X 11 sheet of paper (simplest and most basic material, obviously)
- poster board (full size, half size, quarter size)
- booklet (staple or sew pages together with a cover)
- be creative: cardboard, newsprint, wood, digital photos
- pencil/pen
- markers/crayons/pencil crayons/paints
- collage of magazines/newspapers

Written Component: Each graphic representation must also be accompanied by a one-page explanation that incorporates some of the theory and vocabulary we have encountered in McCloud’s *Understanding Comics*. This page will serve as an explanation--a key of sorts--for your visual representation. In this explanation, address the choices you made, both in terms of comic design elements and in terms of why you have chosen to condense and depict the story as you do (i.e. obviously you are going to focus on depicting what you feel to be the defining moments of your chosen text, so explain why the moments/images/scenes you depict are “defining.”)