

## Quiet Stories from Canadian Places Artist Heather Cline- Telling Stories: Graphic Story

### Objectives:

- Create a series of preparatory sketches for a graphic story
- Create a single sheet grayscale graphic story (do not use colour in this assignment)
- Explore the use of line - thickness, quality, controlled and uncontrolled
- Use shapes, textures and patterns as a part of your design
- Successfully convey a narrative through image, text and execution of your design.

### Overview

In this assignment you will create a graphic story.

A graphic story is a story told through a series of images. Sometimes the images also include text. The story can be laid out in a series of boxes, like a comic strip or in a more abstract way using multiple scales, shapes and forms and sometimes overlapping images.

Through the design and execution of the project you will be exploring the elements of line, pattern, shape and texture.

There are two possible video introductions to this assignment that break the exercise down to the most basic development:

How to create a story from an artwork video: <https://youtu.be/tDna4rmtYXc>

Quiet Stories Hands On Project Part II Graphic Stories:

<https://youtu.be/NVRvnjVdMPI>

Also please look at the following exhibition; make sure you click on images to get a better look as you scroll through this brief history of the comic strip.

<http://library.duke.edu/exhibits/earlycomicstrips/01/>

and then read the following article:

<https://ghostlypineapples.wordpress.com/top-principles-for-comic-book-artists-to-know-about-comic-design/>

The following slideshow includes some student examples and also additional tips for planning your story:

See slideshow at <https://youtu.be/XlyJmXjHipQ>

#### Equipment & Materials

- Pencil (hard 4H or 5H)
- Black Art Pen
- Ink, small bamboo brush
- Good metal ruler, Quality pencil sharpener
- Staedtler white eraser or similar white plastic eraser
- 1 piece of good quality white drawing paper approximately 22" x 30" (you will be leaving a 2" - 3" border around your drawing)

Design a short graphic story using black pen and ink (uniball or similar). Story may be a revision of a fairytale, a personal experience or invented story, a dream etc. It may be in traditional story format: with a beginning, middle, and end, or it may be non-linear: surreal, whimsical etc. Consider your content carefully and the visual execution of this content carefully.

You may want to think about story arc as a way of expanding your story:

Five Points of story development

1. Establish Character
2. Establish Location
3. Problem Arises
4. Problem Gets Worse
5. Solution

Start by doing a written and rough drawing outline of your plot, think of how to effectively condense the story into 10-20 segments. Personalize the story; if you are working from a traditional story or legend make it your own. Think about using modern settings or revising the nature of the characters.

**Use a full sheet of Stonehenge or Arches white paper** (approximately 22" x 30").

1. Plan on using **ten to twenty frames** to tell your story. You may include text or use only images. You can use classic comic book frames or experiment with different sizes and shapes or perhaps overlapping scenes.
2. Work out your story and images in pencil first.
3. It might also be useful to experiment and make a few smaller sketches in your sketchbook. This will help your confidence when you get to the larger paper.
4. Start by leaving room for a border of two inches around the outer edge (use a ruler to measure). You may wish to break this barrier as an aspect of your design but only if you really feel this strengthens the composition (for example, the graphic story that I designed broke out of the boarder).
5. Work only in grayscale white to black on white paper (no color) and think about how contrast affects the feeling in the story. For instance a black background behind a figure creates a dark feeling while a white background may have a lighter feel.
6. Sketch out your story lightly in pencil based on your design plans (using 4H pencil will ensure that this line is light).
7. This is a line, shape, and pattern project so think about using as many interesting lines, shapes and patterns as possible.
8. Use texture and mixed media (pencil, pen, ink wash) to add visual complexity to the work. Add texture, pattern, darken lines and even go over the finished images with thin and/or thicker marker.

**Evaluation:** This assignment is designed to develop your use of line, shape and pattern elements while considering the compositional arrangement within each frame and in relation to each other as a means of advancing the visual narrative. Your finished piece on large white paper will be evaluated on its realization of the assignment and the quality of the execution.

\*If you are having trouble thinking up a story a quick Google search on "story ideas" may help, flipping through graphic novels for inspiration, reading short descriptions in movie guides.

**Documentation:** You will need to **include documentation of your preliminary drawings and written plans for your graphic story**. Submit these designs via your blog prior to continuing on with the assignment (send me an email to let me know that you have posted your plans and I will respond). Post your completed graphic drawing on your blog before the end of Unit 2.