



## COMIC WITHOUT DIALOGUE!!!



For this project you will make a “comic” without using any dialogue. You will write or find a short story or poem and then illustrate it without using dialogue. The term “comic” is used very loosely for this project. If you choose to display your story in the traditional comic form that’s fine. But if that’s not for you, then brainstorm ideas on how you can tell your story with a different format. What I would like you to focus on in this project is the following:

- ... how to create a narrative without using dialogue.
- ...learn compositional skills by planning out their comic.
- ...learn how to take something that is written and turn it into something visual.
- ...learn different drawing techniques such as contour, perspective, landscape, and anthropomorphize the human figure.

### YOUR COMIC MUST\*\*\*\*\*

- Take up the entire page with your comic
- Include two types of perspective somewhere in your comic
- Color the comic with colored pencil

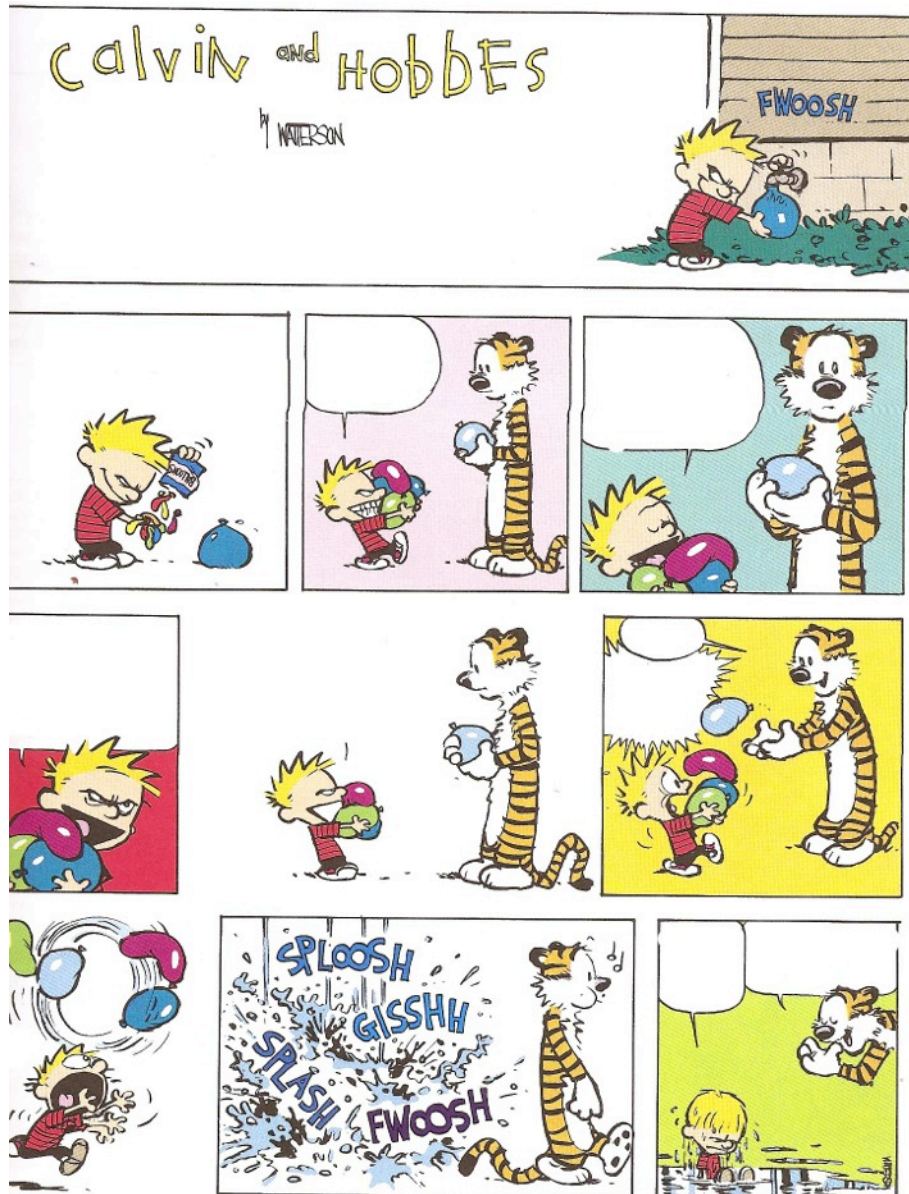
The point of this project is for you to tell a story without words. So keep these tips in mind:

- Use exaggeration to the best of your ability. Remember exaggeration is a great tool to get your point across.
- Use emotions with your characters. What do you usually notice when character show emotion? When someone is showing anger, are the lines more angular and sharp or curved and soft?
- Use body language to convey an idea. What would a person look like if they were sad? How would you display that with body language?
- Think about how you can convey time through out your piece. What visual Cues could let the viewer know that time has gone by?
- Keep Composition in mind of the whole piece and the small panels that make up the whole piece. How are you going to get from one panel to the next? Or how are you going to get from one part of your story to the next?

\*\*\*\*\***For the Questions Below, Refer to the comic on the following page**\*\*\*\*\*

Looking at this Classic Calvin and Hobbes comic with the dialogue erased how do you know what is going on story wise?

- What does the body language say for both Calvin and Hobbes?
- What are some exaggerations you notice?
- Does the story flow make sense without words?
- Does the Composition help tell the story?
- How do you know if Calvin or Hobbes is showing emotions?
- How is time conveyed in this comic?



Resources:

- <http://www.classicreader.com/browse/6/>
- <http://www.americanliterature.com/sstitleindex.html>
- [http://www.buzzle.com/chapters/escape-hatch\\_Short-Fixion.asp](http://www.buzzle.com/chapters/escape-hatch_Short-Fixion.asp)
- Understanding Comics The Invisible Art By Scott McCloud

Artist:

- Bill Waterson (Calvin and Hobbes)
- Steve Ditko & Jack Kirby (Classic Marvel Comics)
- Aaron McGruder (The Boondocks)
- Kevin Eastman & Peter Laird (Teenage Mutant Ninja Turtles)
- Marjane Satrapi (Persepolis)
- Daniel Clowes (Ghost World)
- Jim Borgman (Zits)
- Robert Krum (Fritz the kat and others)
- Matt Groening (Life in Hell)
- Gary Larson (The farside)
- Wiley Miller (Non-Sequitur)

PERSPECTIVE

Perspective is an important aspect in any art form. But it is really important in comics to display perspective because comics are a form of story telling. If you were watching a movie would you want the same shot over and over again? OF COURSE NOT! As a viewer you would want to see multiple view points, angles, close ups, and perspective while watching your movie. So think about your comic strip as a movie storyboard. You're

VOCABULARY:

**Vanishing Point:** Is a point in perspective drawing where Parallel lines, not parallel to the image plane, look like they converge.

**Horizon Line:** the line that separates the sky from the land

**1 Point Perspective:** Has only one vanish point on the Horizon line. Everything in the picture plane relates to that point.

**2 Point Perspective:** Has two vanishing points on the Horizon line.

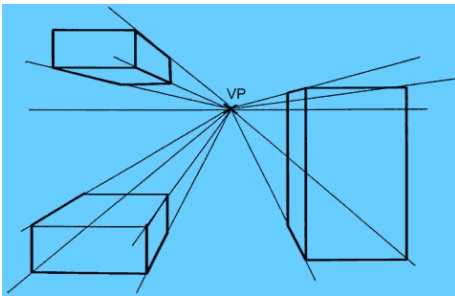
**3 Point Perspective:** Much like two point perspective, three-point perspective has two vanishing points along the horizon. However, it also has a vanishing point below or above the horizon line. Making a Vertical vanishing point.

**Story Board:** A series of pictures depicting how movie scenes are going to be laid out.

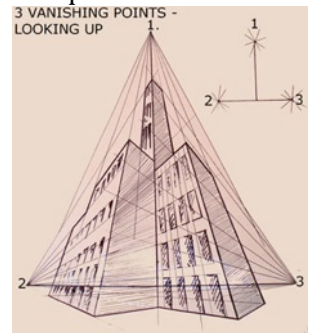
**Zoom In:** An extremely close perspective of an object, person, or place

**Zoom Out:** An extremely wide perspective of an object, person or place

1 Point Perspective



3 Point Perspective



2 point perspective

