

Gr. 8 Graphic Novel Unit

... an introduction

Graphic Novel

Graphic Novel

written and
illustrated in the
style of a comic
book

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written and
illustrated in the
style of a comic
book

resembles a novel in
length and story
development

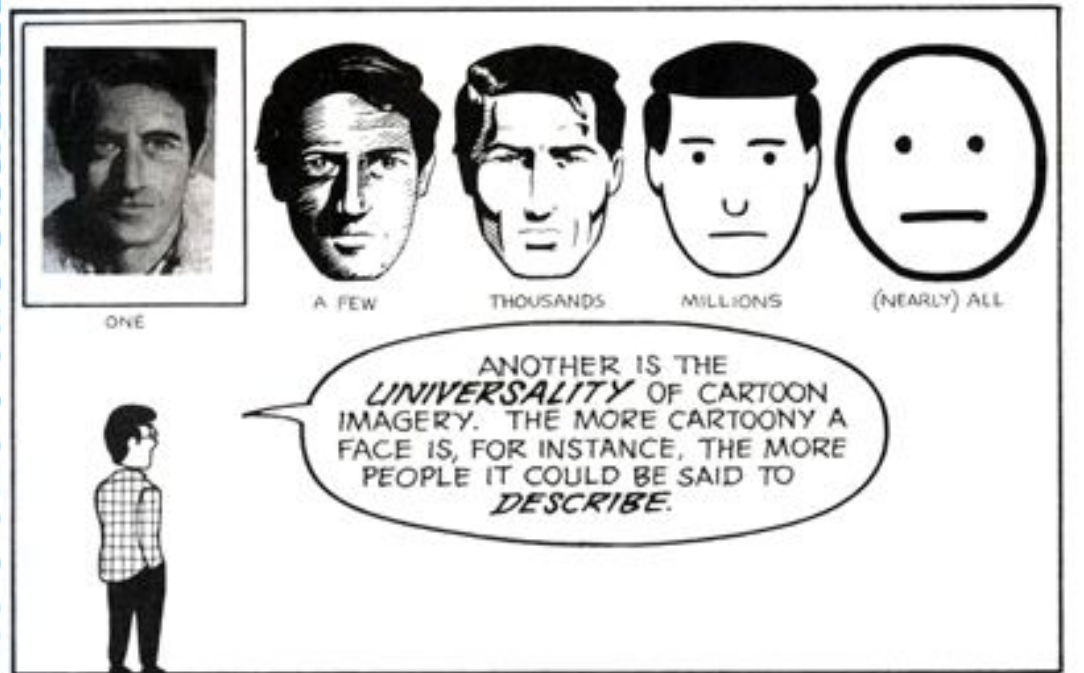
Elements of a Graphic Novel

Learning some terms will make it easier to talk about the books in your Lit Circle groups

Images

A bit about Style...

- varies from realistic to abstract
- A simple drawing makes the characters more relatable - it is easier to see ourselves in a simpler representation



Images

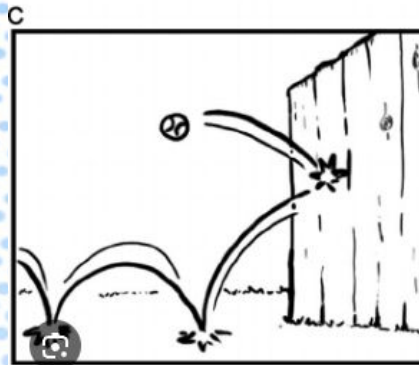
- Not just characters objects, and backgrounds...
- Motion effects



Motion lines "trailing" an object



Background lines to show motion



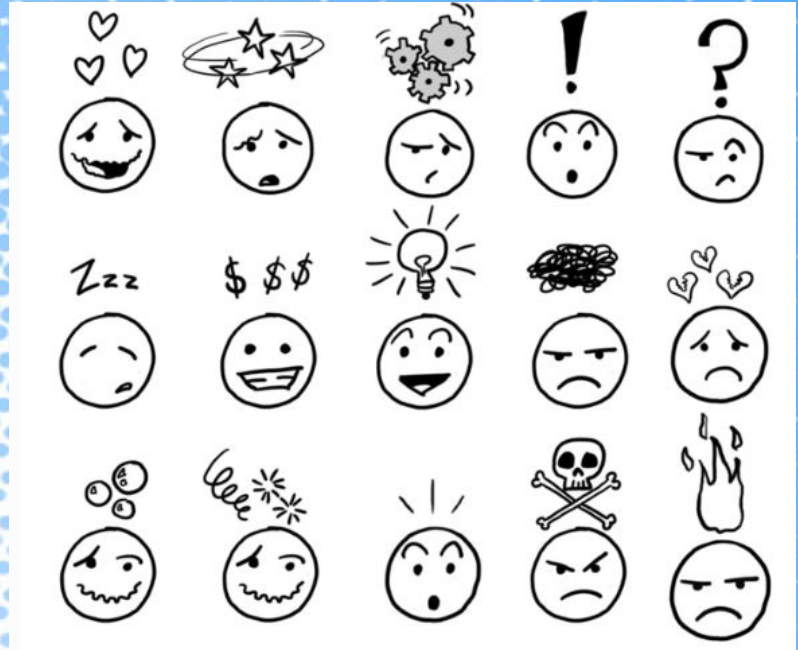
Motion lines showing bouncing



Motion lines showing spinning

Images

- Not just characters objects, and backgrounds
- Emenata
 - Unrealistic pictorial elements emanating from a character or object
 - Sweat drops for anxiety
 - Waves of heat radiating from a warm drink



Text: Speech & thought balloons:

how dialogue (talking)

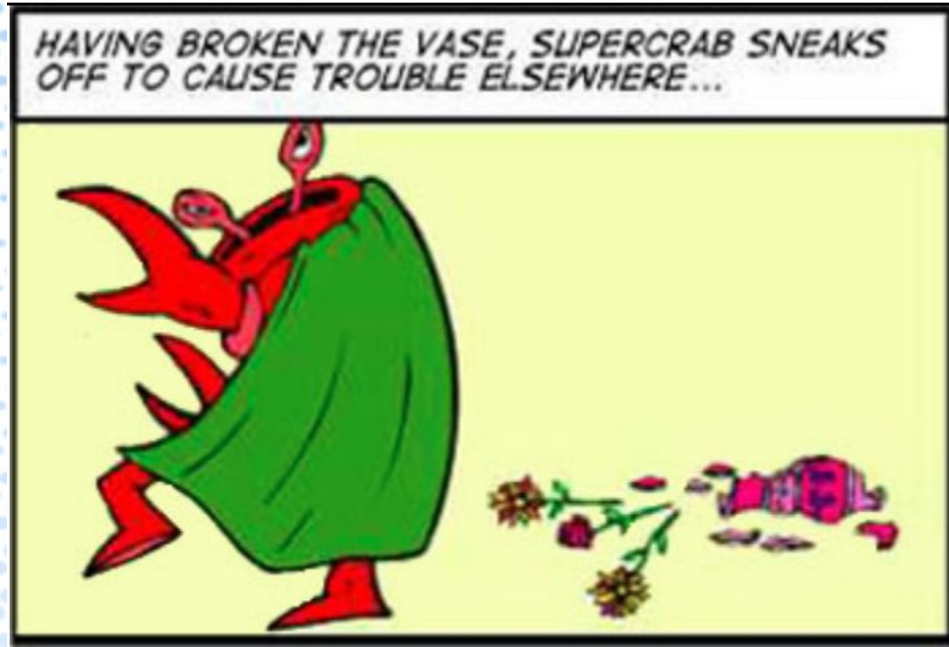
& internal monologue (thoughts)



Are shown to you, the reader

Text: Narration

When the storyteller needs to give the reader information, or wants to comment on the events of the story



Text: Sound Effects

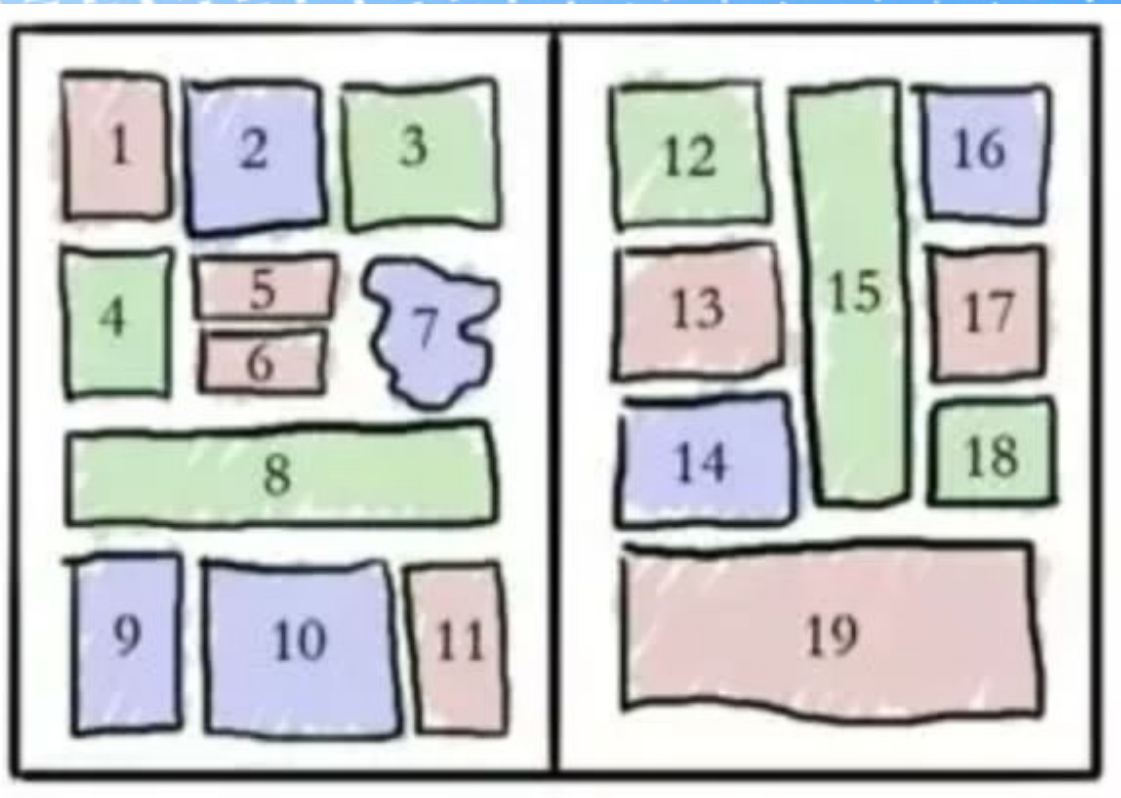


- a Classic “comic” element
- Indicates movement or impact
- Onomatopoeia
- Reduces the serious nature of violence

Panels

Reading order: *

- Left to Right
- Top to Bottom



* Western style; not true for Manga

Panels

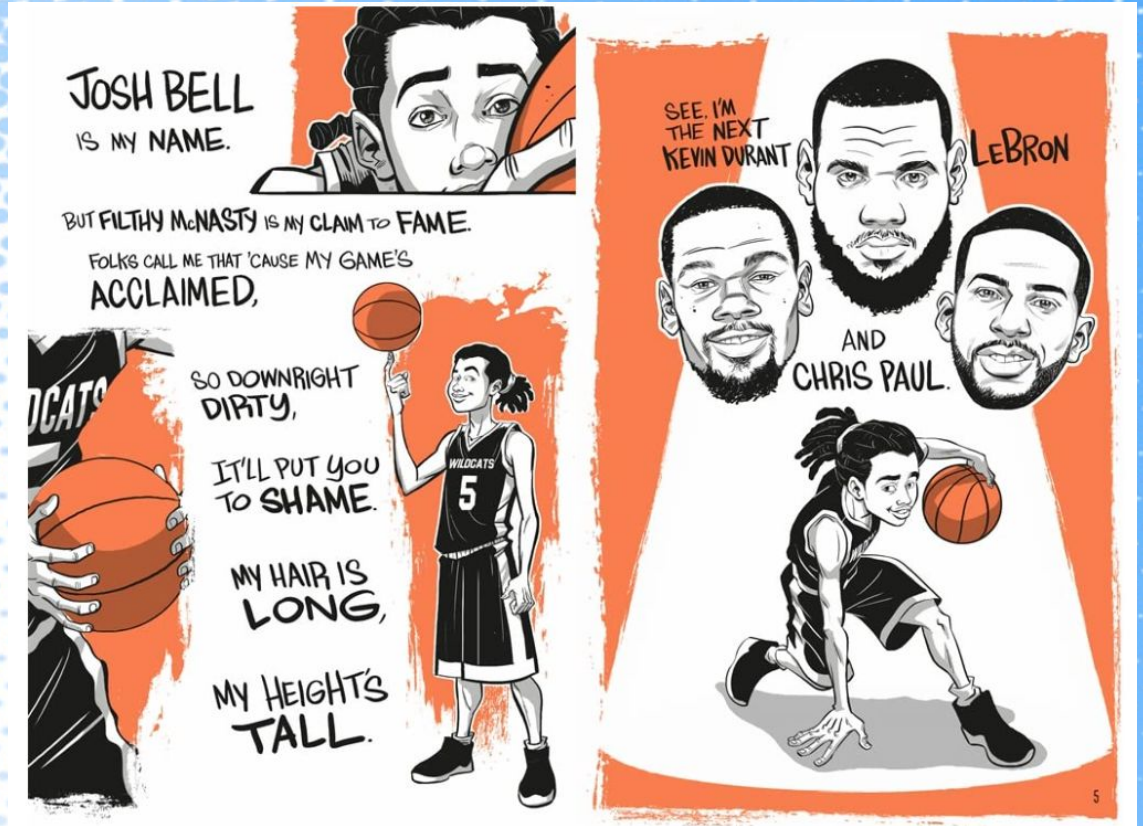
Images are framed
by panels ... *(mostly)*



Source: Art Rocket

Panels

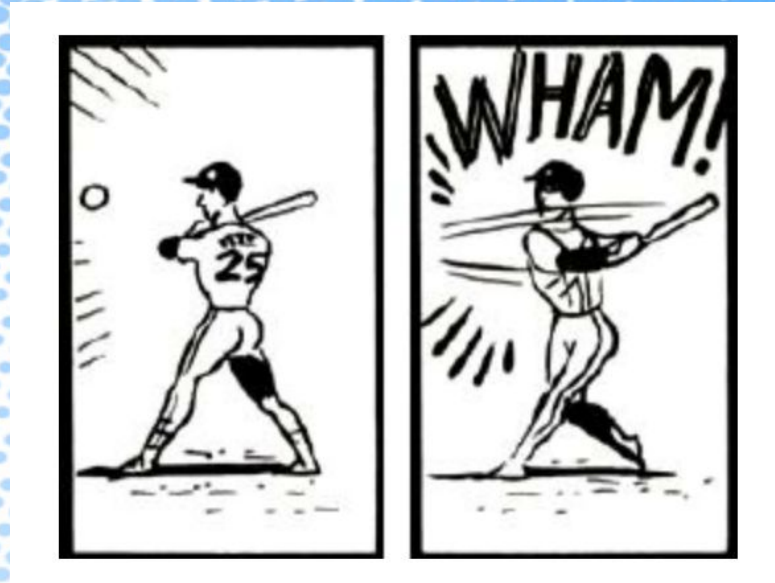
...or an artist chooses
not to use them all



Source: *Crossover* (Alexander)

Gutter: the space between panels

- Where the reader makes the meaning
- *You, the reader*, take the two panels, and stitch them together into one idea
- The author can only draw still images
- the reader uses their knowledge of the world to mentally make the change between those still images into a smooth transition
- This is an 'action-to-action' transition....



Source: *Understanding Comics* (McCloud)

A bit about transitions...

- Authors use transitions to play with the pacing of the story
- This example: a moment-to-moment transition
- the similarity of the layout in each panel slows the pace and creates a feeling of intimacy

Source: *The Walking Dead* (Kirkman)



A bit about transitions...

- This example: an aspect-to-aspect transition
- 'Wandering eye' effect, encouraging the reader to focus on different aspects of a setting



Source: *The Eternal Smile* (Yang/Kim)