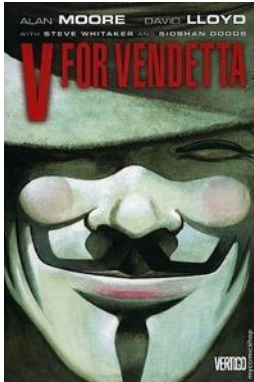


KEY KNOWLEDGE: Graphic Novel or Comic?

Pictures have always told stories. Sometimes, they do this as a single image, sometimes over a series of images. Pictures and words together have power to tell stories from multiple viewpoints with subtle differences in or shade of meaning, expression, or sound. Comics and graphic novels have particular conventions that help tell their stories.

Alan Moore says that 'graphic novel' is a marketing term... that I never had any sympathy with. The term 'comic' does just as well for me ... The problem is that 'graphic novel' just came to mean 'expensive comic book' ...

Alan Moore



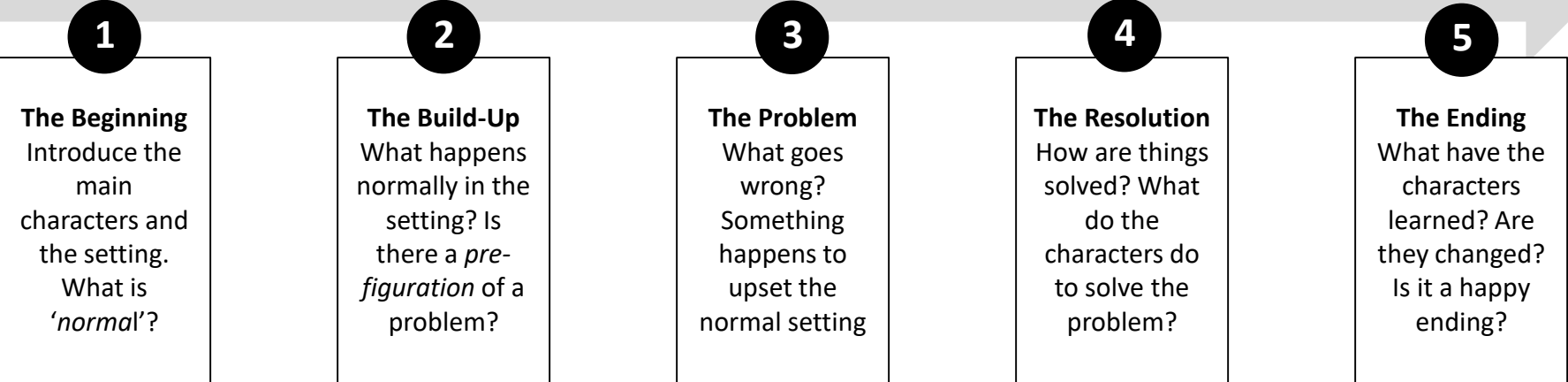
**Narrative** – an account of connected events; a story. Narratives have characters and a setting, as well as a narrator or person from whose point of view the story is told. The 3 act or 5 act structure is a good way to tell story.

THREE ACT STRUCTURE

- Act 1 The Set Up
- Act 2 The Conflict
- Act 3 The Resolution

Picture = Image  
Word = Text

FIVE ACT STRUCTURE



KEY KNOWLEDGE: Language

VIEWPOINT

- 1<sup>st</sup> person: talking about yourself – I, WE
- 2<sup>nd</sup> person: talking to someone else – YOU
- 3<sup>rd</sup> person: talking about someone else – HE, SHE, IT, THEY

TEXT EFFECTS

- Bold**: boldness or strength
- Italics*: projects intensity of conversation
- Smaller print size: conveys a whisper
- Different fonts: **dialects** and different languages
- Balloons are read left to right or top to bottom

PANELS

- A panel is a box containing pictures, showing what is happening in the story
- Represents a moment in time; a single action
- Panels are arranged left to right, top to bottom

