

Intro to Comic Book Design
CGR-260
Professor Morrison
Homework Assignment 1

Purpose

To generate and inspire emotions that may be extracted as a result of reading and thinking about graphic storytelling or comic book (while building a base or theme for your own title). ☺

Instructions

1. Read from a collection or purchase a series of at least 6 sequential issues of a hero based storyline or a graphic novel (more accessible) that you have never read.
2. ***Before*** reading, write down some notes of what you have heard about the series or any reviews you can find about it online or in trade magazines.
3. ***During*** your reading, write notes on how the art style and the use of dialogue create meaning and establish the tone of the story.
4. ***After*** reading the books, utilize your notes to write an essay about the emotions you experienced while reading the novels. Be sure to analyze the use of art, color, inking style, and storytelling technique as these visual cues play a large role in perception. Discuss how these elements do or do not occur in 'real' life. Support your opinions with examples from the text(s) whenever possible.

The paper should be no more than two (2) pages in length, typed. 12 pt font, Times New Roman, 1" margins, spell checked. The topics above should be expressed in essay form – **not as a question and answer section**. As always, please remember to include your first & last name, class time & day and email address.

DUE MONDAY, JUNE 5, 2006 AT THE BEGINNING OF CLASS!!!