

UNIT 9 - CHECKLIST	
U9 LO1	Know the graphic novels and comics industry
	<p>P1: TITLE - DESCRIBE THE WORK OF A GRAPHIC NOVEL OR COMIC PUBLISHER You must look at different companies from various countries that produce comics. You must look at a range (a minimum of two) of characters from each company and from this look at the work of the writers/pencilers of each.</p> <p>You must explore:</p> <ul style="list-style-type: none"> • Companies (e.g. DC Comics, Manga Entertainment, Marvel Comics, 2000 AD, DC Thompson, Fleetway Press, Image Comics) • Product types (e.g. graphic novels, digital comics, motion comics, comic strips, manga) • titles (e.g. The Incredible Hulk, Hercules, Iron Man, Astonishing X-Men, Superman, Batman, Judge Dredd, Beano, Dandy) • Writers/pencilers, letterers/inkers/colourists (e.g. Stan Lee, Jack Kirby, Bob Kane, Will Eisner, Osamu Tezuka, Kev FSutherland, Alan Moore) • Genre and styles (e.g. Japanese, American, British, crime, fantasy, superhero, war) <p>You should evidence this by: > A written report or a presentation with detailed speaker notes.</p>
	<p>P2: TITLE - DESCRIBE A CHOSEN GRAPHIC NOVEL OR COMIC PRODUCT You must describe a chosen graphic novel using the areas outlined in the teaching content under purpose.</p> <p>Explore:</p> <ul style="list-style-type: none"> • Action and adventure, slice of life, crime and mystery, science fiction/fantasy, superheroes • Panelling, text, story line, structure, visual narrative, iconography, use of formal elements (e.g. line, tone, colour), speech, thought bubbles and box placements, symbols and sound effects • Consider how meaning is created through elements of content and style (e.g. colour, language, text, images, props, costumes), created through semiotics (e.g. connotation, denotation, signification, iconography, anchorage), created through techniques (e.g. cropping, sizing, use of captions, choice of fonts, angle of the drawn action and characters) • Target audience (e.g. age, gender, interests) • Back story, personality, development, their appeal to target audience. <p>You should evidence this by: > A written report or a presentation with detailed speaker notes.</p>

UNIT 9 - CHECKLIST	
U9 LO2	Be able to plan the production of an original graphic novel or comic
	<p>P3: TITLE - DEVELOP AN ORIGINAL STORY TO BE TOLD WITHIN THE GRAPHIC NOVEL OR COMIC</p> <p>You must develop a story for an original graphic novel or comic using the areas identified below.</p> <p>Create a proposal for the content that includes:</p> <ul style="list-style-type: none"> • Title, synopsis of the plot, narrative structure • Graphic novel, comic, digital comic • Action and adventure, slice of life, crime and mystery, science fiction/fantasy, superheroes • Main character, additional characters (e.g. name, age, background, relationship to the narrative and main character, powers if relevant) • Target audience (e.g. age, gender, lifestyle, appeal of the graphic novel) • Established company (e.g. 2000 AD, Marvel), self-publishing, internet • Copyright, intellectual property rights, slander, libel, royalties, violence, offensive language/behaviour/ material, representation, health and safety • Storyboarding for story flow <p>You should evidence this by:</p> <p>> Documents, Video, Images embedded on the blog</p>
	<p>P4: TITLE - CREATE A SCRIPT FOR THE PLANNED STORY</p> <p>You should create a script for the story for an original novel or comic. The evidence must be a formal script.</p> <p>You should evidence this by:</p> <p>> Document embedded on the blog</p>
	<p>P5: TITLE - PLANNING THE SCRIPTED PANELS</p> <p>You should plan the structure and scripted panel layouts including the script and panel layout as outlined below.</p> <p>Discuss:</p> <ul style="list-style-type: none"> • Break writing plot into page breaks/panel breaks • Develop a script for the character • Break each page into panels, plan panels on each page to fit narrative • Include dialogue bubbles/thought bubbles/captions; sound effects should be considered for panels • Consider camera angles/shots (e.g. bird's eye view, close-up) <p>Additionally discuss:</p> <ul style="list-style-type: none"> • Ideas for creation of the comic world, i.e. • Props that could be used (e.g. vehicles) • Terrain • Objects in the environment • Colouring of the environment. <p>You should evidence this by:</p> <p>> Rough designs for the page layouts and a script proposal.</p>

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M1: TITLE - PRODUCE A STORYBOARD TO ILLUSTRATE THE FLOW OF THE STORY

This must be done BEFORE you make your comic.

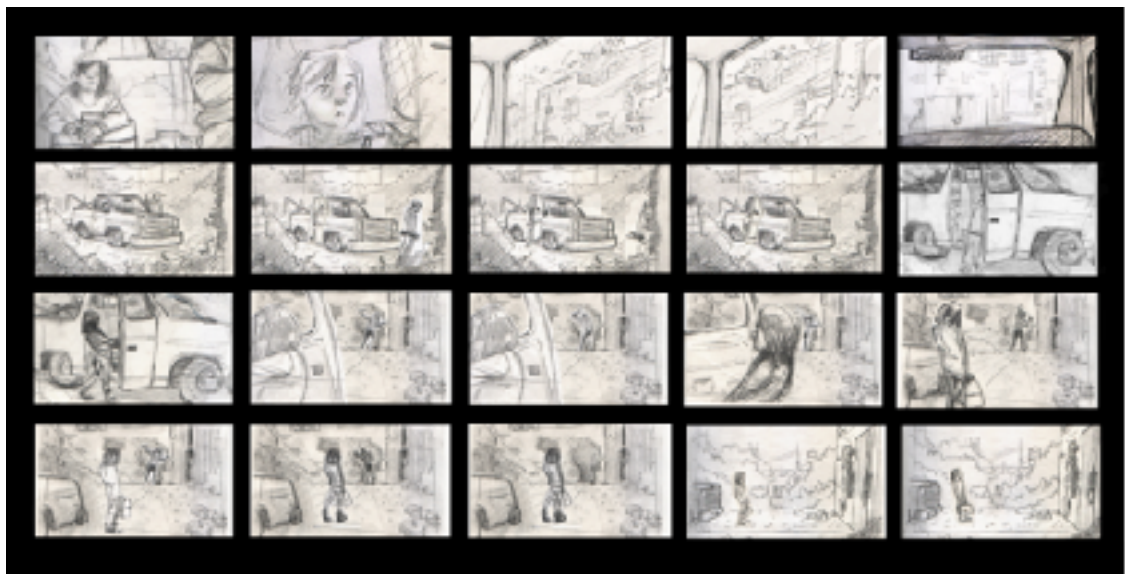
You must produce a storyboard that shows the story flow – this will not be laid out in a panel design but must show the way the story will flow.

On the storyboard it will be clear that these idea’s have been generated by you:

- mood boards, summary of ideas, spider diagrams, initial character sketches
- back story, unique character traits and/or abilities, relationship with other characters
- initial character drawings/illustrations to illustrate physical characteristics and movement, body, head, clothing.

You should evidence this by:

> This will be evidenced by the storyboard that has been produced.



UNIT 9 - CHECKLIST	
	<p>D1: TITLE - EVALUATE THE FEASIBILITY FOR FURTHER DEVELOPMENT OF THE MAIN CHARACTER IN FUTURE STORIES ACROSS DIFFERENT MEDIA FORMATS</p> <p>You must evaluate the feasibility of further developments of the main character across different media formats; a minimum of two must be evaluated from below:</p> <ul style="list-style-type: none"> ▪ Video game ▪ Film ▪ Television series (live action or animated) <p>To give you some idea, this means how feasible is it that your characters story will continue past this story you have made. Could this character turn up in other cross-promotions?</p> <p>You should evidence this by:</p> <ul style="list-style-type: none"> > Writing an essay > Producing a presentation with detailed notes
U9 LO3	Be able to develop ideas for an original character for a planned story
	<p>P6: TITLE - DEVELOP AN ORIGINAL CHARACTER TO BE INCLUDED IN THE PLANNED STORY</p> <p>You must develop an original character for inclusion into your graphic novel.</p> <p>Discuss:</p> <ul style="list-style-type: none"> ▪ Colours you may use ▪ Features of the character ▪ Clothing ▪ Abilities, etc. <p>At this stage, you must generate a range of ideas that you will develop into your final character.</p> <p>You should evidence this by</p> <ul style="list-style-type: none"> > A spider diagram, mood board, initial character rough sketches or a written synopsis of ideas.
	<p>M2: TITLE - EXPLAIN THE CHARACTERISTICS AND FEATURES OF THE ORIGINAL CHARACTER</p> <p>You must explain your character's defined characteristics and features.</p> <p>Create:</p> <p>Illustrations should show the character from different angles and give ideas and details regarding facial expression.</p> <p>This should be evidenced by</p> <ul style="list-style-type: none"> > The form of designs and illustrations.

UNIT 9 - CHECKLIST	
U9 LO4	Be able to produce an original graphic novel or comic
	<p>P7: TITLE - INTEGRATE THE SCRIPTED CHARACTER WITH THE STORY LINE TO CREATE THE FINAL PRODUCT</p> <p>You must produce the final scripted panels. This must include your own character, environments and any props that were proposed at the planning stage based on your own proposal. Make sure your narrative is expressed in combined illustrated panels, dialogue/text, characters and your final panels can be digitally produced or hand drawn and inked.</p> <p>This should be evidenced by > The final comic or graphic novel.</p>
	<p>M3: TITLE - MANIPULATE THE VISUAL APPEAL OF THE COMIC TO CLARIFY MEANING.</p> <p>You must manipulate the visual appeal of the comic to clarify meaning.</p> <p>Discuss the following points and present annotations:</p> <ul style="list-style-type: none"> ■ Manipulate the visual appeal of the comic to clarify meaning by reviewing and testing: ■ Include self-evaluation ■ Include target audience evaluation (e.g. focus group, questionnaire, face-to-face interviews) ■ Consider readability (e.g. Flesch Reading Ease/Flesch-Kincaid Grade Level, grammar and spelling). <p>This should be evidenced by > Showing annotated before and after comic panels to illustrate the manipulations</p>
	<p>D2: TITLE - JUSTIFY HOW THE VISUAL STYLE OF THE PRODUCT FOLLOWS THE CONVENTIONS OF GRAPHIC NOVELS OR COMICS IN ITS GENRE</p> <p>You must justify how the visual style of the final product follows the conventions of graphic novels or comics within its genre:</p> <p>Discuss:</p> <ul style="list-style-type: none"> ■ Consideration of images used, ■ colouring of characters and environment, ■ font size and style, ■ story flow, ■ panel layout, ■ use of speech, thought bubble and box placement, ■ lettering, ■ perspective, ■ symbols ■ sound effects <p>This should be evidenced by > A formal written report with panels used to evidence the conventions followed and the genre that has been met.</p>