

Graphic Novel Your Life Summer School COURSE STRUCTURE

DAY 1 FINDING YOUR STORY- Create Idea Brainstorms based on personal experiences and transform them into semi fictional/ auto bio stories. Create compelling characters; a page turning plot and a clear synopsis for your story.

DAY 2 CHARACTERS- have fun getting to know your characters- How they look (gesture, speech, movement, appearance and listen to them talk.) Find a Buddy artist; experiment with appropriate materials and make final character sheets. Preliminary scripting and storyboarding of a selected chapter.

DAY 3 REFINING- Trouble shoot your story and storyboard. Apply ideas for visual metaphors to create mood, emotion and impact. Script a selected chapter, revise and finalise it to create a natural flow. Catch up on prep independently in readiness for the final page. Collect source material for settings and etc.

DAY 4 MAKING- Inspired by techniques from other artists make a successful page layout utilising effective pacing and compositions. Finish the artwork with colour or black and white materials.

DAY 5-COMPLETION Finish your artwork; tidying the script, synopsis and character sheets. Receiving helpful group and individual critiques. Tips on approaching a publisher and individual action planning. All students will receive a helpful guide to approaching publishers with their sample and individual creative and practical feedback.