

## ***A Wizard of Earthsea* Graphic Novel – Checklist**

### **Planning Text**

- Discuss strengths and areas of challenge with partner(s)
- Reread “Planning” section of the project outline (pages 1-4)
- Reread “Step One” of “Planning Your Text”; do “Step One” with the text
- Transcribe dialogue from section into script form in a Word-type document
- Reread “Step Two” of “Planning Your Text”; do “Step Two” with the text
- Reread “Step Three”; highlight essential narration in photocopy of section
- Reread “Step Four”; highlight descriptions of important places, objects, weather, and mood in photocopy of section
- Reread guidelines for themes
- Reread “Step Five”; highlight areas of the original text that are related to the major themes agreed upon as a class
- Identify essential dialogue in script
- Reread “Step Six”
- Edit script, removing non-essential dialogue/compressing dialogue/adding dialogue
- Add thinking bubble text to script
- Add text to be included within captions to script
- Reread script as a whole, making adjustments
- Consult with the groups whose chapters come before and after your chapter to see if there are any cuts or changes to the text that will impact your group or other groups

### **Planning Visuals—Preparation**

- Reread “Planning the Merging of Your Text with Visuals” in the project outline (pages 4-7)
- Search on-line and print resources for tutorials of how to plan a comic book page
- Make list of which characters you will need to draw
- Resist the urge to look up fan art or movie images of the characters
- Make list of which objects you will have to draw
- Make list of which buildings or structures (if any) you will need to draw
- Make list of backgrounds you will need to draw
- Make list of aspects of nature you will need to draw

- Make list of types of clothing, jewelry, and other adornments you will need to draw
- Create folder or envelope for storage of printed images
- Search online and print resources for images of all things, excluding characters, that you will need to draw and print out images

### **Planning Visuals—Decisions**

- Decide who will be responsible for drawing each character
- Decide who will be responsible for drawing backgrounds
- Decide who will be responsible for measuring and creating panels
- Decide who will be responsible for inking
- Decide who will be responsible for coloring
- Decide how you will create the chapter number, chapter title, and Big Idea image for your first page
- Decide what map you will include in your chapter, and where in the structure of the chapter that map will be most useful to the reader
- Consult with the groups whose chapters are before and after your chapter, to see if there is any visual information that you will be passing from one chapter to the next

### **Planning Visuals – Practice**

*Based on the decisions you made above, delegate the following:*

- Reread character guidelines for the characters who are in your section
- Practice drawing objects that will be included in your chapter
- Practice drawing the buildings and structures that appear in your chapter
- Practice drawing the aspects of nature that appear in your chapter
- Practice drawing the clothing, jewelry, and adornments that will appear in your chapter
- Practice drawing characters' faces, paying particular attention to the eyes
- Practice drawing characters' hands
- Practice drawing characters' bodies
- Practice drawing characters' face-on
- Practice drawing characters' in profile
- Practice drawing characters' from behind
- Practice drawing characters' in the emotional states relevant to your section

## Planning Visuals—Creating Storyboards

- Make a timeline of the action of your section
- Break the timeline into logical sections
- Decide how many pages each section will need, in graphic novel form
- Reread chapters 3-7 of *Understanding Comics*
- Consult with groups with sections before and after you, seeking agreement on anything essential for a smooth transition between sections
- Brainstorm ideas of how you might design your chapter title, chapter number, and the Big Idea of your chapter
- Decide how you will incorporate a map in a meaningful way into your chapter
- Reread Ivan Brunetti's *Catcher in the Rye* thinking model
- Create storyboards for each page of your section, focusing on:
  - Structure of panels—how many on each page; size; shape (thinking, “Why?”)
  - Most effective type of transition to use from each panel to the next
  - How are you incorporating the major themes of the book, visually?
  - How are you treating your big “WOW” moment(s)?
  - How last panel on each page will encourage the reader to turn the page
  - How to direct the readers’ eyes across the page, from panel to panel (optional)
- Have an existential moment when you realize how much you’ve gotten yourself into
- Consult the class-generated list of ways Scott McCloud’s techniques might be used in your chapter
- Make edits/adjustments to visuals
- Add text (speaking and thinking bubbles, captions) under or within each panel
- Edit/adjust text
- Reread storyboards as a whole, making edits and adjustments
- Submit script, marked-up photocopy of section, sketches, and storyboards to Prof. Wu Wei
- Do something nice for yourself
- Practice drawing the things you will responsible for

### **Creating – Preparation**

- Consult with artists working on sections before and after your own, finding agreement about transitions
- Reread character guidelines
- Reread thematic guidelines
- Reread original chapter for your section for inspiration

### **Creating Panels**

- Measure page and consult storyboard for structure of panels, then do math to determine the size of each panel and the size of the gutter
- Create panels with straight edge, in pencil
- Make any adjustments to panels

## Creating Content for Panels

For each panel, remember to:

- Practice drawing the panel before you draw it in the panel itself
- Remove any distractions
- Relax your body and calm your mind

Within each panel, remember to create in this order:

- Characters
  - Speaking bubbles, thinking bubbles, and captions—*text first, then container*
  - Proofread text
  - Background
  - Take Semi-Final Artist moment to make edits/changes/adjustments
  - Inking
  - Color
- Take Final Artist Moment with each page
  - Take Final Artist moment with your section as a whole
  - Submit final draft
  - Take a nap