

Persepolis

Special Project



Your story in graphic novel form

You will be creating your own graphic novel based on an event or memory from your life. Just as *Persepolis* is a coming of age memoir of Marjane Satrapi, you will be writing and illustrating a graphic novel about a coming of age experience. You should focus on creating a character that is based on you and examine a moment or time in your own life that involved growth, change, epiphany, etc.

The basics you need to earn a passing grade

Your graphic novel must...

- have a front cover and back cover just like a real graphic novel
- have a protagonist who grows, changes, learns, etc. throughout the novel
- have inked art, panels, word and thought bubbles
- have a plot that follows a structure: e.g. intro, rising action, climax, falling action, resolution
- be at least **5 pages (academic classes)** / **8 pages (honors classes)** in length with **5 panels** per page.
- be bound so it can be read as a book

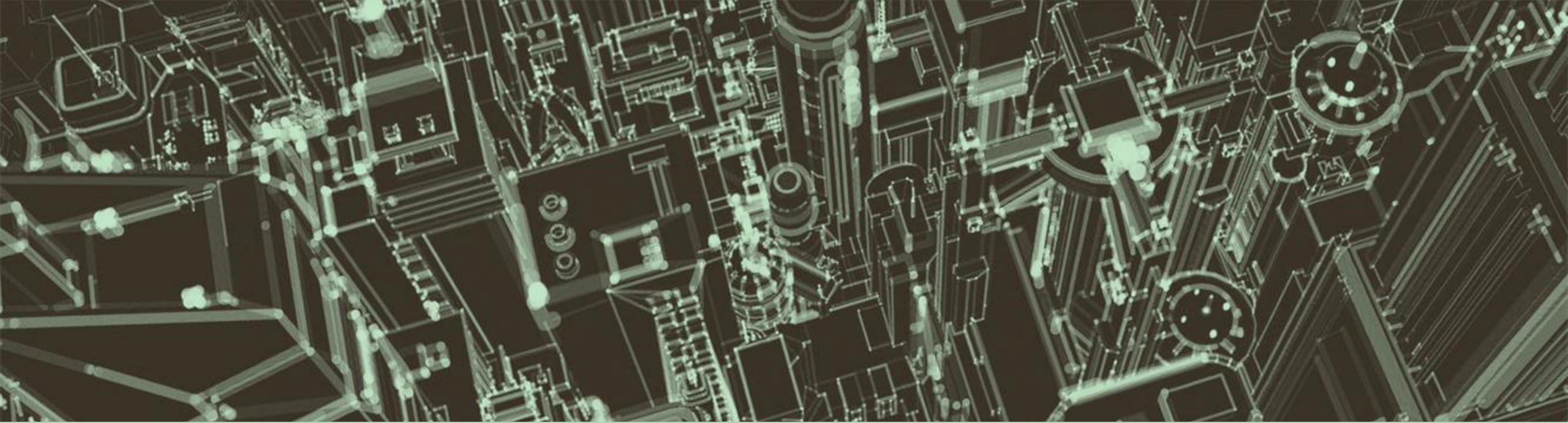
This is a **major** assessment

Layout and format = 50 points

- Number of pages (5 or 8)
- Cover & binding
- Use of panels (5 per page)
- Prewriting- GN outline & splash page
- Neatness & Creativity
- Overall effort

Content = 50 points

- Focus on a coming of age experience
- Story elements include plot, setting, character
- Use of Text (both word & thought bubbles)
- Use of Art & Images



The Steps



Write your story before you start drawing it.

GN OUTLINE

- I. Exposition
- II. Rising Action
- III. Climax
- IV. Falling Action
- V. Resolution

Fill in a formal outline with the headings as follows. The number of subheadings and details will depend on your story. Remember: you must have a B if you have an A. You must have a 2 if you have a 1.

I. Exposition

A. Subheading (Setting?)

1. Detail #1

2. Detail #2

B. Subheading #2

II. Rising Action

III. Climax

IV. Falling Action

V. Resolution

SPLASH PAGE

1. Working title at the top
2. Label for each page
3. Number of the panel
4. Brief description of the scene
5. Dialogue and word bubbles (indent and *italicize* or use a different color pen)

Splash Page – A street in a run-down neighbourhood

Page One

- 1 – Eddie waits in a car.
- 2 – A smartly dressed black man walking down the street.
- 3 – Eddie follows him down the street.
- 4 – The man looks over his shoulder in fear
- 5 – Eddie face to face with the man.
What's the matter Tommy? You look like you've seen a ghost.
- 6 – Teddy's face, frightened
Sheeit -y'all's supposed to be dead, son...

Page Two

- 1 – Eddie grabbing Tommy by the collar and threatening him
I was also supposed to be on a beach with a drink in my hand right now
- 2 – Closeup of Eddie
and that didn't happen, did it.
- 3 – Tommy is frightened
erm.. no son.
- 4 – Eddie lets go, but still in Tommy's face
Right. So now that I'm here, visiting you, we should catch up on old times
- 5 – Tommy cowering
All right son, All right. Be cool.
- 6 – Tommy closeup
What do you need to know?

Page Three

- 1 – Eddie pointing at Tommy
Names and places of Marino's drops.
- 2 – Tommy confused
What? Why you need that, son?
- 3 – Eddie with an evil look on his face
I'm trying to get someone's attention.
- 4 – Tommy with his hands up
Whoa whoa. Why don't you just go to the source?
- 5 – The two men in the alley in silhouette
You know who tried to put you out. Why go the long way, son?
- 6 – Eddie, torso view
Don't worry about what I'm doing. Focus on what I'm asking for

SPLASH PAGE

- Use basic descriptions and basic dialogue.
- Writing Tip: Take a couple of minutes and really look at what you're describing in the panel description. Try not to describe too many things happening in that moment in time. If you have an action sequence, stick to one action per panel.

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Develop a style that is doable and wont take you a gazillion years.

While your drawings should be unique and original, they do not need to be super detailed. Your characters do not have to be realistic. Your pictures do not need to have a lot of perspective. Just be consistent in whatever you choose.

Focus on your strengths.

Think about whether you are better at drawing or writing. Think about what you like the most in a story. Do you like humor? An unusual perspective? A suspenseful plot or mysterious event? Consider how you can relate this through words and pictures.

Make rules for yourself to follow throughout your book or it will look like a different book at the beginning and end.

Pick one medium and stick with it. Think about your character(s) and setting before you begin. Try to keep panels consistent in number and size.

Use the resources you have to help you!

It's perfectly acceptable to Google how to create a graphic novel for ideas. It's also acceptable to look at a variety of graphic novels. Just remember the scope of your project. Focus on the basic requirements, the story you are telling, and the amount of time you have. Do not let this assignment overwhelm you!

You will have 45-60 minutes to work on this in class Wednesday through Friday this week. The final product will be due **by the end of the day June 5 (1st & 2nd periods) or June 6 (4th period)**. There will be no extensions or exceptions.