

# My Visual Story: Comics and Personal Storytelling

## Creative and Discussion Journal #2!

Due: October 24<sup>th</sup>

Be sure to refer to your previous Journal #1 to build on your current story and character ideas.

The goal of this Journal is to get you developing your comic book panel and page design. We will spend time in class on October 24<sup>th</sup> working through your ideas so that you can develop the initial outline of your comic book story.

Using other sheets of paper/your sketchbook, begin to design out the following:

1. Sketches for at least your first two pages of your comic book. As in sketch out the panel designs you want for your comic pages (what is happening on page one, what is happening on page two, and so on)?
2. Start to identify in rough draft sketches and/or written descriptions the bits of action that will occur in each of the panels.

Again, there is not one “correct” way to do this, make it work within how you like to work creatively and artistically. The required part of this is that you need to have done ALL of #1 & 2 above with the idea you will get to a more finalized panel and page layout by the end of our class on October 24<sup>th</sup>.

