Name:	November 4 <sup>th</sup> 2015

## Comic Assignment Memory Aid

Comic books and graphic novels use unique techniques that no other form of media can. Because of this, comic books can help us learn how we read and understand that reading is not always flipping pages in a book. In this exercise, I want you to turn your short story into a comic strip using the "Comic Life" application. It is important that you use at least 4 of the techniques we have discussed in class. The definitions of the techniques we have covered in class will be found below.

## <u>Techniques</u>

<u>Speech bubble</u>: A speech bubble is used to capture the speech and dialogue of characters in a comic or graphic novel.

<u>Thought cloud:</u> Thought bubbles are used to capture the thoughts of characters. Thought bubbles offer the reader a unique first person narrative because they let the reader know exactly what is going on in the characters mind. Thought bubbles are useful to depict a first person narrative.

<u>Caption:</u> These are small boxes typically located near the borders of the panel. They can be used to establish setting, time period, and are occasionally used when a character is speaking while having a flashback to a different time. Captions can also be used in third person narration to establish what the character is doing. One of the best places to use a caption is at the beginning of your comic; this lets you establish what is going to happen early on.

Onomatopoeia: A word that is formed based on what it sounds like. An onomatopoeia is a sound used to replace an action. Onomatopoeias are used to place emphasis on an action and stress a certain noise. For example: BOOM!, POW!, OWWW!

<u>Teteology</u>: Teteology is when a character's emotions become visible on their face. Teteology lets us know the inner feelings of character without them speaking. For example: if a character is happy, they will have a huge smile.

<u>Emanata</u>: Emanatas are small symbols that surround a character and let us know what that character is feeling. For example: if a character is dizzy they might be surrounded by stars.

