

NARRATIVE DRAWING

Drawing 20 · MR. BAMFORD · bbamford@lssd.ca

A narrative or story is an account of a series of related events, experiences, or the like, whether true or fictitious.

Some of the earliest evidence of human art suggests that people told stories with pictures. This tradition continued through the art of ancient Egypt, China and Rome and continues in the graphic novels and visual arts of today.

YOUR ASSIGNMENT

Create an artwork that tells a story, in a style and medium of your choosing. There are two options for this assignment:

Create a narrative artwork in the form of one large fully developed 18" x 24" drawing

OR

Create a narrative artwork in the form of a comic book done on at least four single-sided pieces of sketchbook sized paper

You could use one of the ideas you came up with in the 15 Drawings in 15 Days assignment that seems to tell a story to develop further in this assignment. You could also take your narrative idea from literature, mythology, social issues, historical events, current events, personal experience, family history or your imagination.

The drawing or comic can be done in a medium of your choice, or even mixed media. Start by developing ideas in your sketchbook.

Your Narrative Drawing is due Wednesday, June 7.



Student Example

SOME THINGS TO CONSIDER

Some things to consider as you get started:

- you are welcome to work with whatever art materials you have available to you - beautiful drawings can be created with basic materials like ball point pens
- if you don't have large pieces of paper at home, you could work on any surface you do have available - you could work on several pieces of printer paper put together, on a piece of cardboard, on pages from a newspaper, on a scrap piece of plywood, etc. The surface you work on could add an interesting dimension to your piece
- don't base your narrative on an existing film, animated series, comic book, video game, video game franchise, graphic novel, television show or another artist's work
- you may want to experiment with media or techniques in your sketchbook before you start on your final piece
- the story can be represented, suggested or implied; it does not have to be illustrated literally
- no matter your subject, think carefully about your composition, continue your drawing to the edges of the page, and include a full range of lights and darks



Student Example

If you plan to do a comic book/graphic novel keep in mind that comic pages are read left to right and top to bottom, and typically organized using the following elements which work together to tell the story:

- **Panel.** A panel is one illustration on a page usually surrounded by a border. A comic book page is made up of one or more panels. Each panel moves the story along, by depicting an action with figures and speech bubbles.
- **Gutter.** This is the space between the panels. These spaces can be large or small, impacting how easy it is to read the pages.
- **Tier.** A single row of panels.
- **Splash.** A full-page illustration which often is used at the beginning of the comic book to introduce the story and establish setting and mood.
- **Caption.** A box that is separate from the rest of the panel usually used to provide context for what's happening through the voice of a narrator.
- **Speech bubble/balloon.** These contain the dialogue of the characters and inside the panel. Each balloon has a "tail," which points to who is speaking the dialogue.