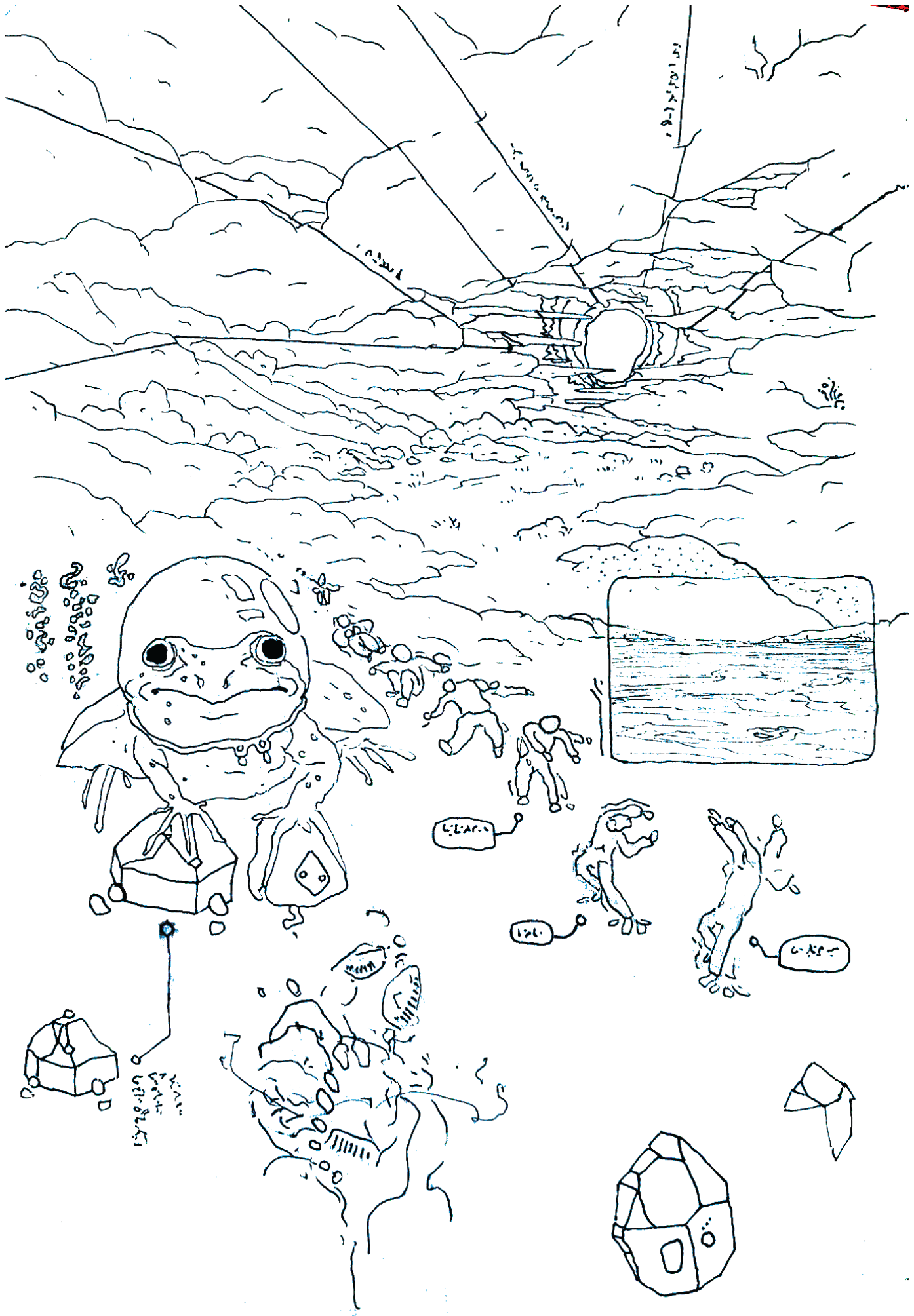
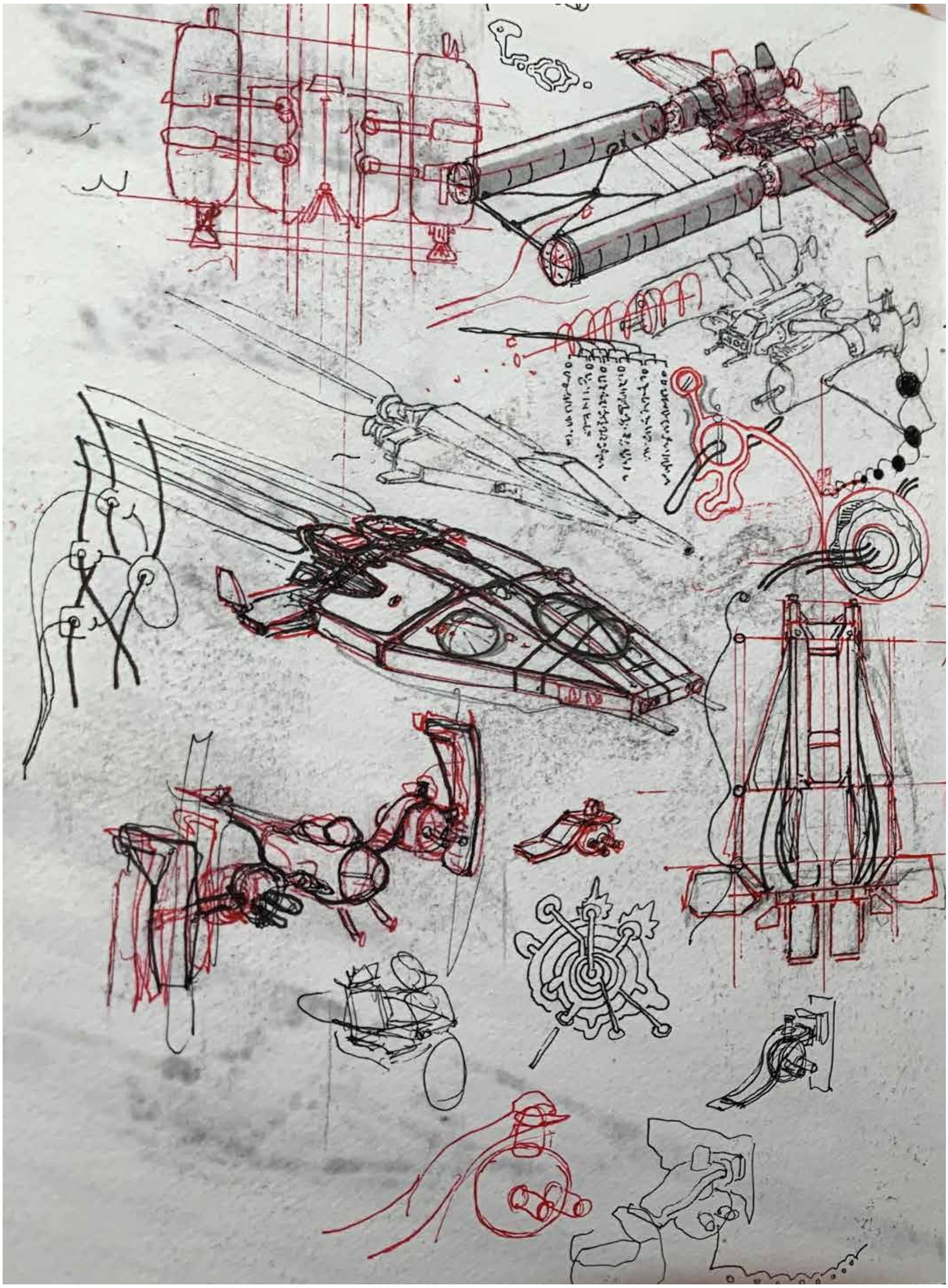
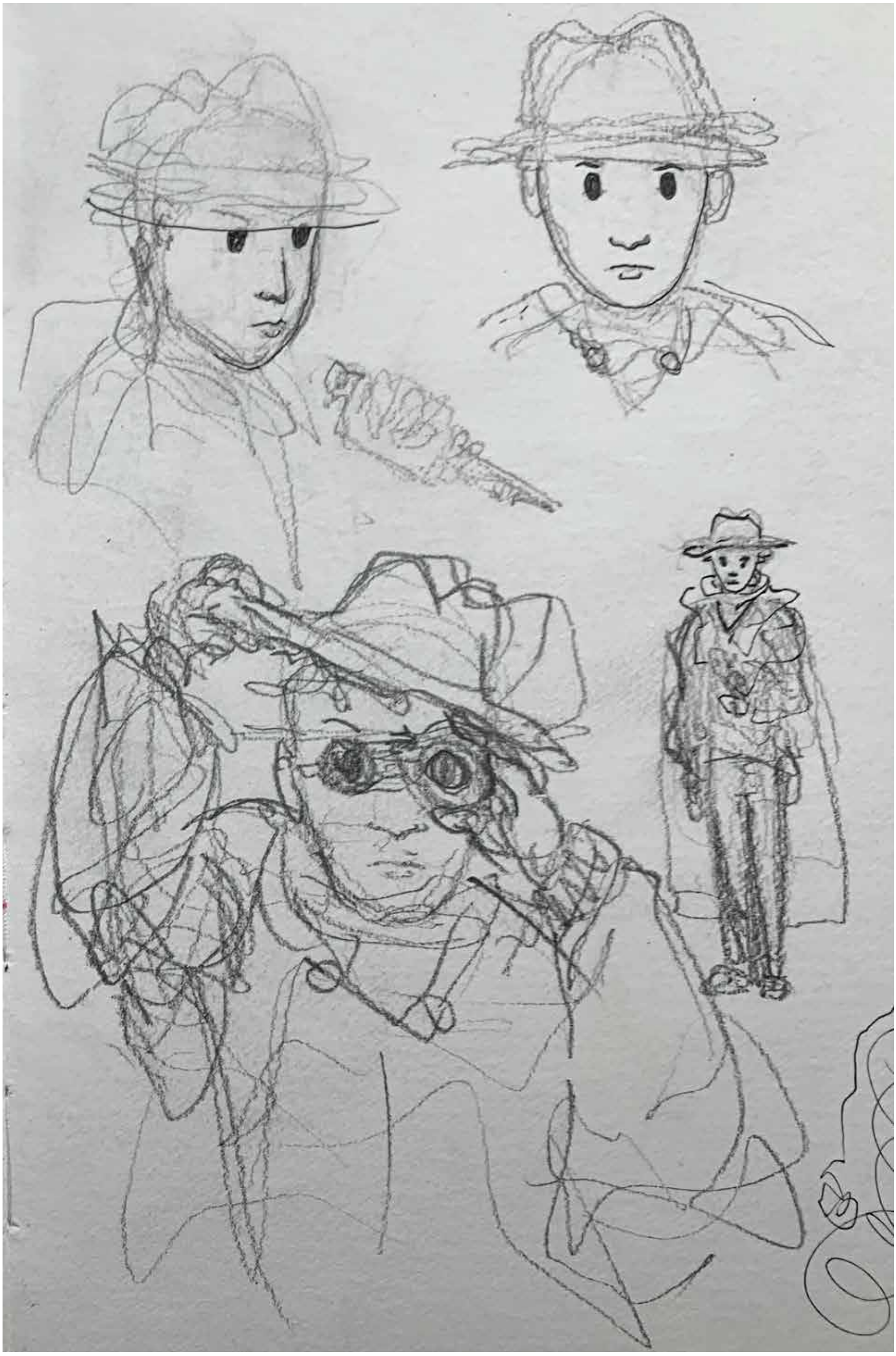


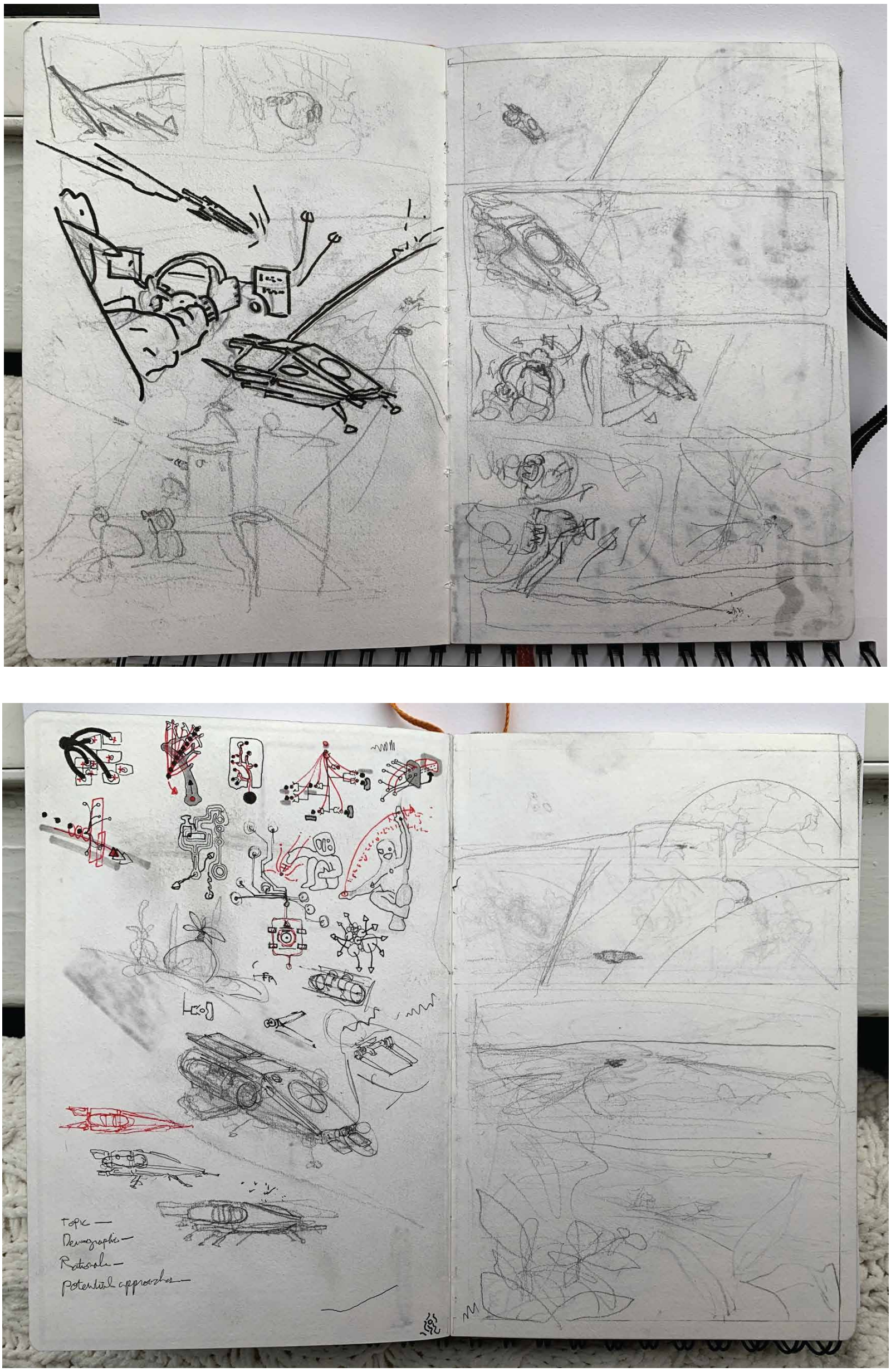
A few sketches I made during the time that the project was just being introduced. This is the first time I was thinking about what I could do for the project, just some free sketching of movement with a character, possible setting and a possible frog character.



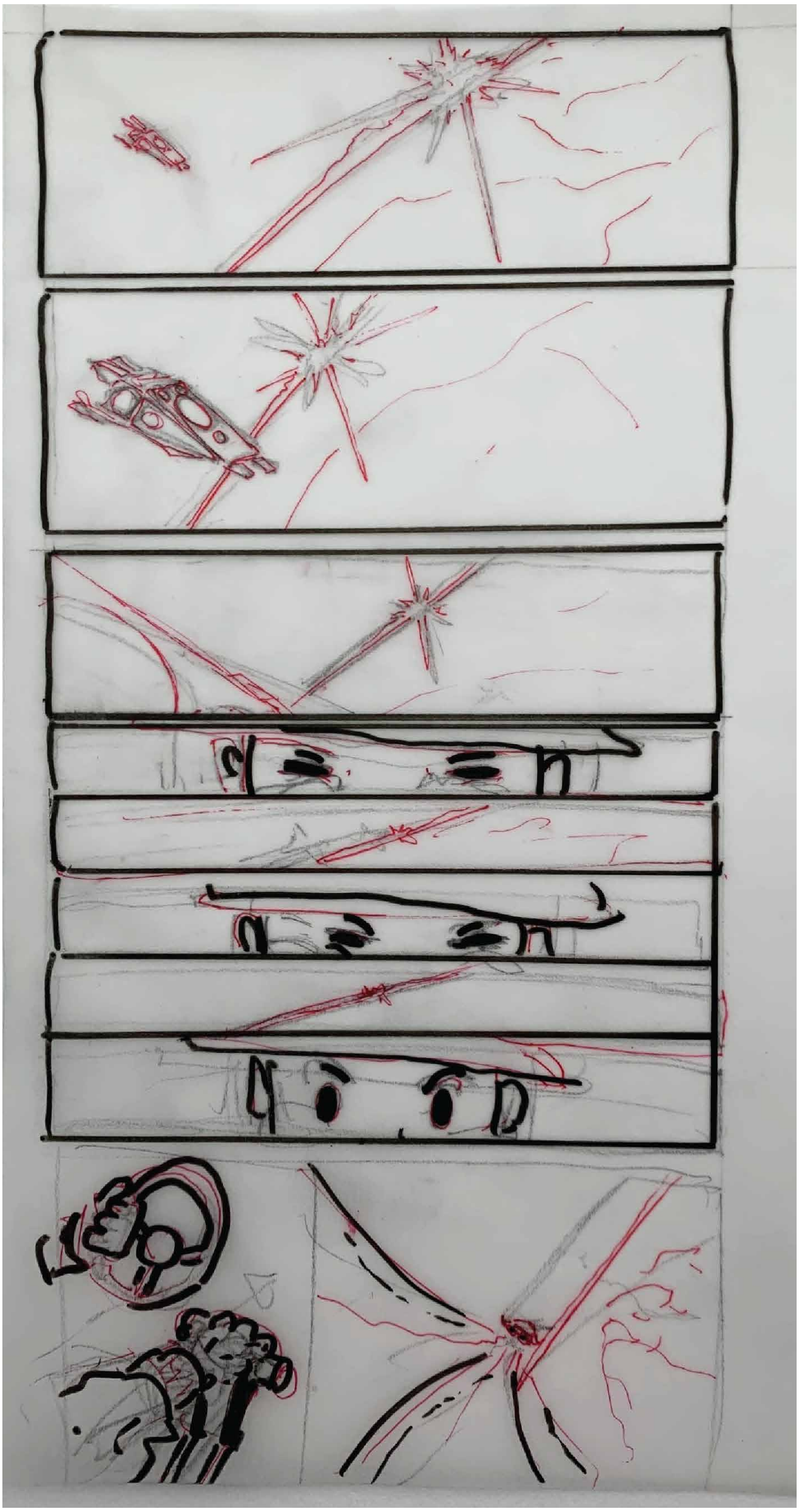
I became stuck on wanting to design and use a spaceship in my graphic novel. This happened pretty early in the process which I now look back at as limiting for the imagination and the process.



This is my first character exploration. There were two things I needed my character to have, a cloak, and a big hat.

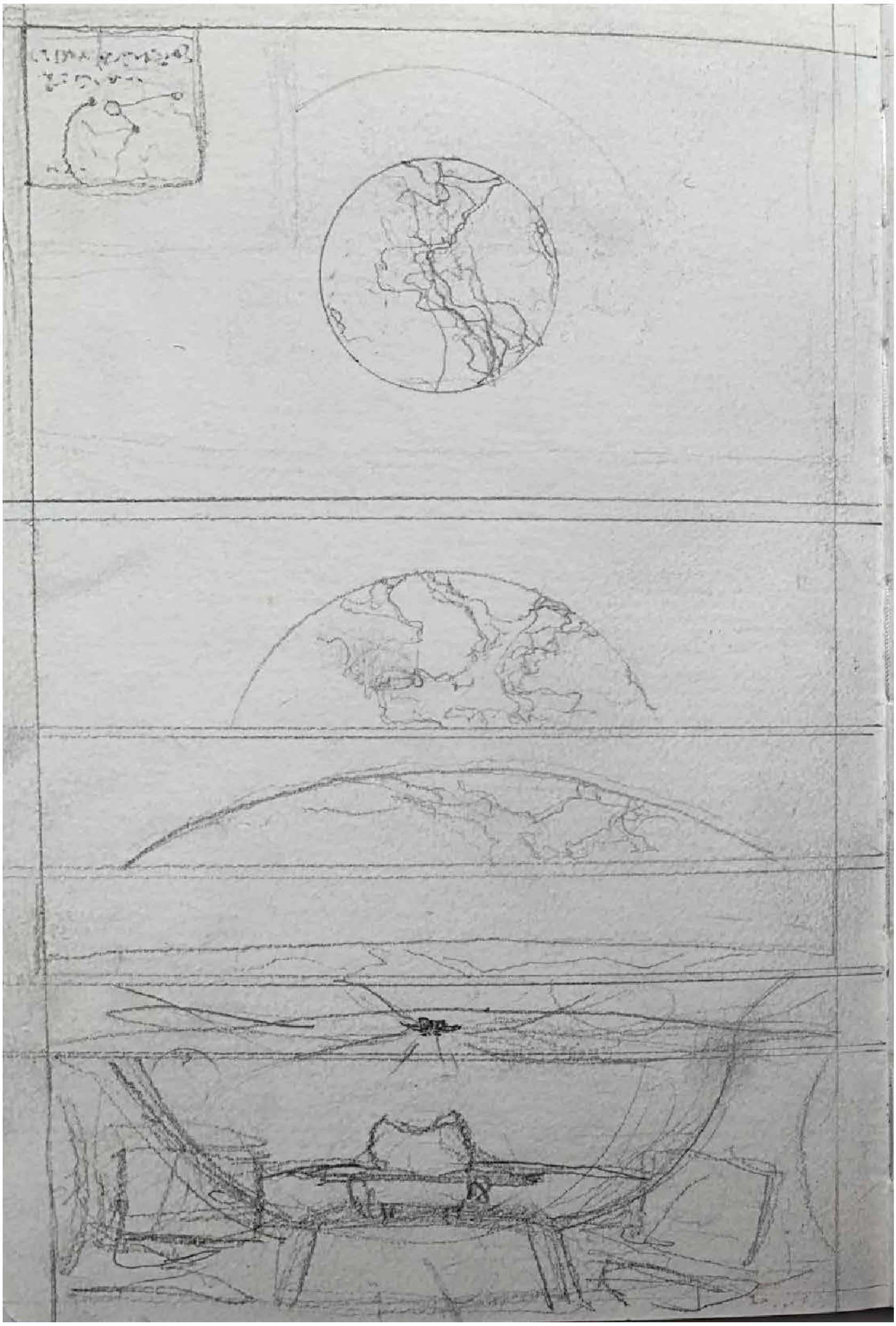


As I continued to build a narrative around this spaceship, I ran into pacing problems. I was trying to show a spaceship above a planet, then illustrate how the ship goes form being in space to landing. On top of that I also wanted to tell part of the story of the character in the ship. I realized that I needed far more visual information to fit in everything that I wanted into the story, or else you will confuse or lose your audience, which is what I did.



A higher fidelity comp of my character waiting for the sun to set because they needed to enter the planet atmosphere only when it gets dark, I did not have a reason for that at the time.

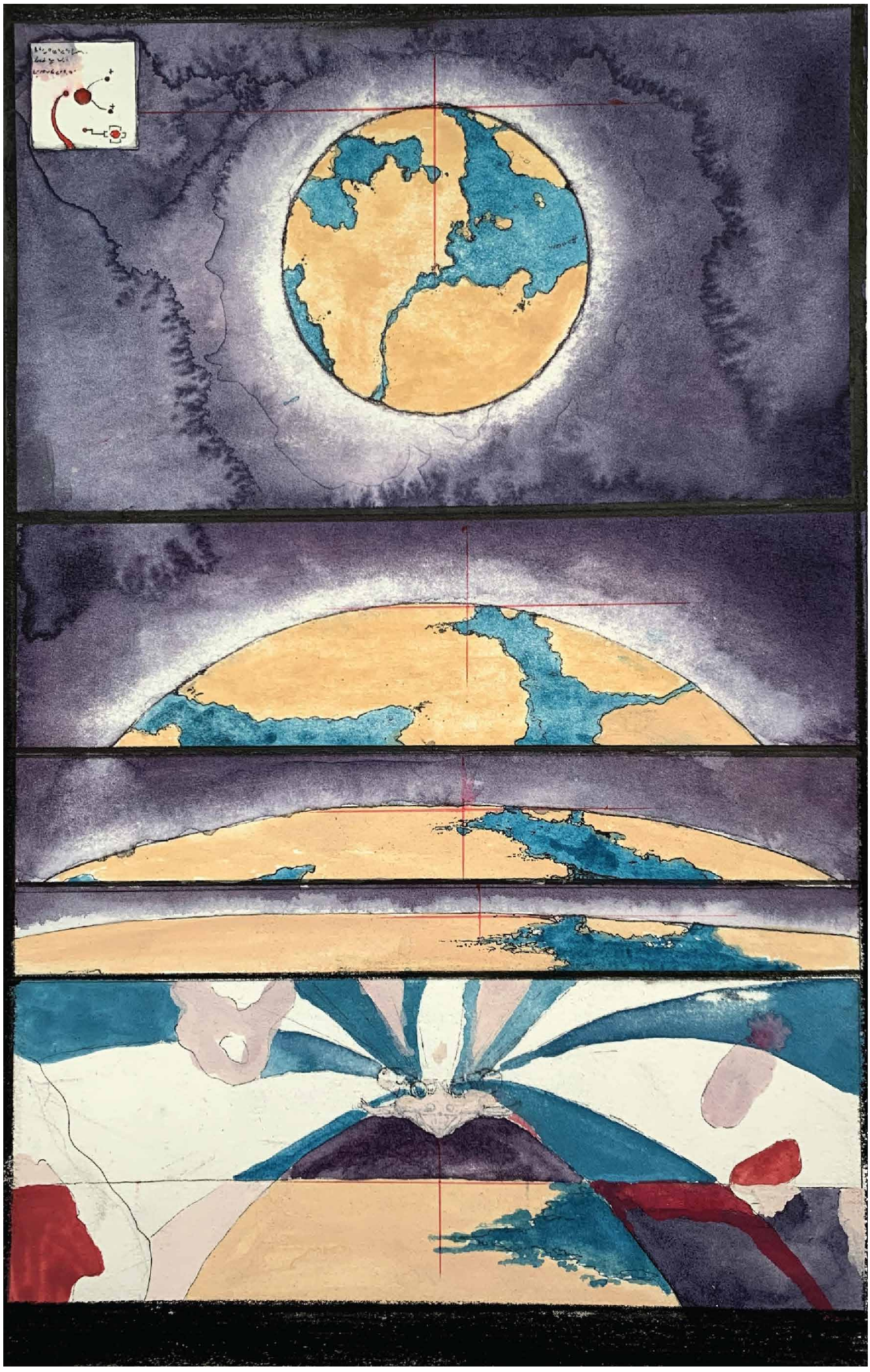
This is the second comp where I am still trying to convey that the character is waiting for the sun to set so they can fly. I asked my housemates for critique and they all interpreted it differently, and none of it was what I intended.



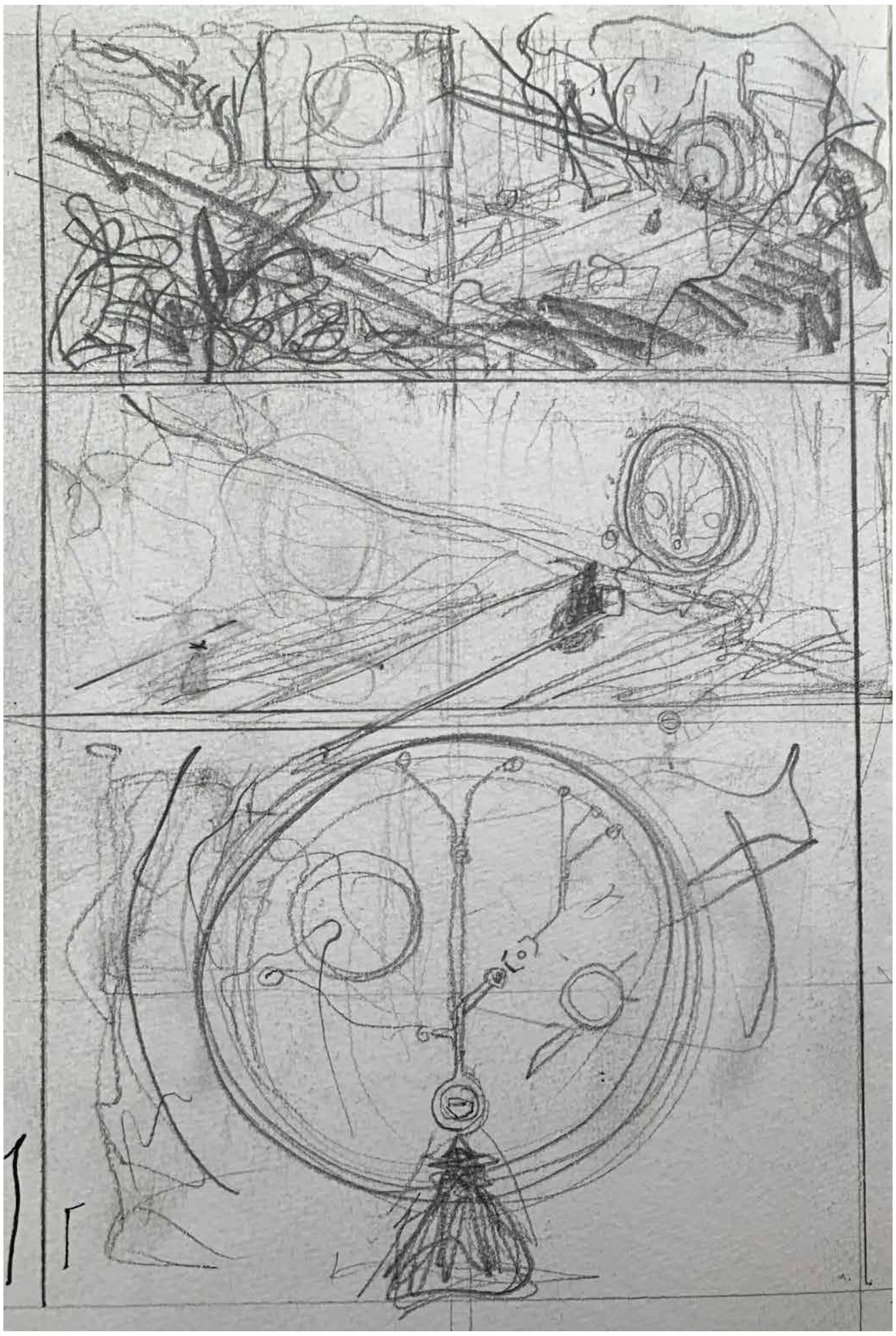
I simplified things here because I wanted to limit the variation of peoples interpretation, so that the story read as intended.

I continued the story in the form of thumbnails – trying to see if I could show the landing with the least number of panels.

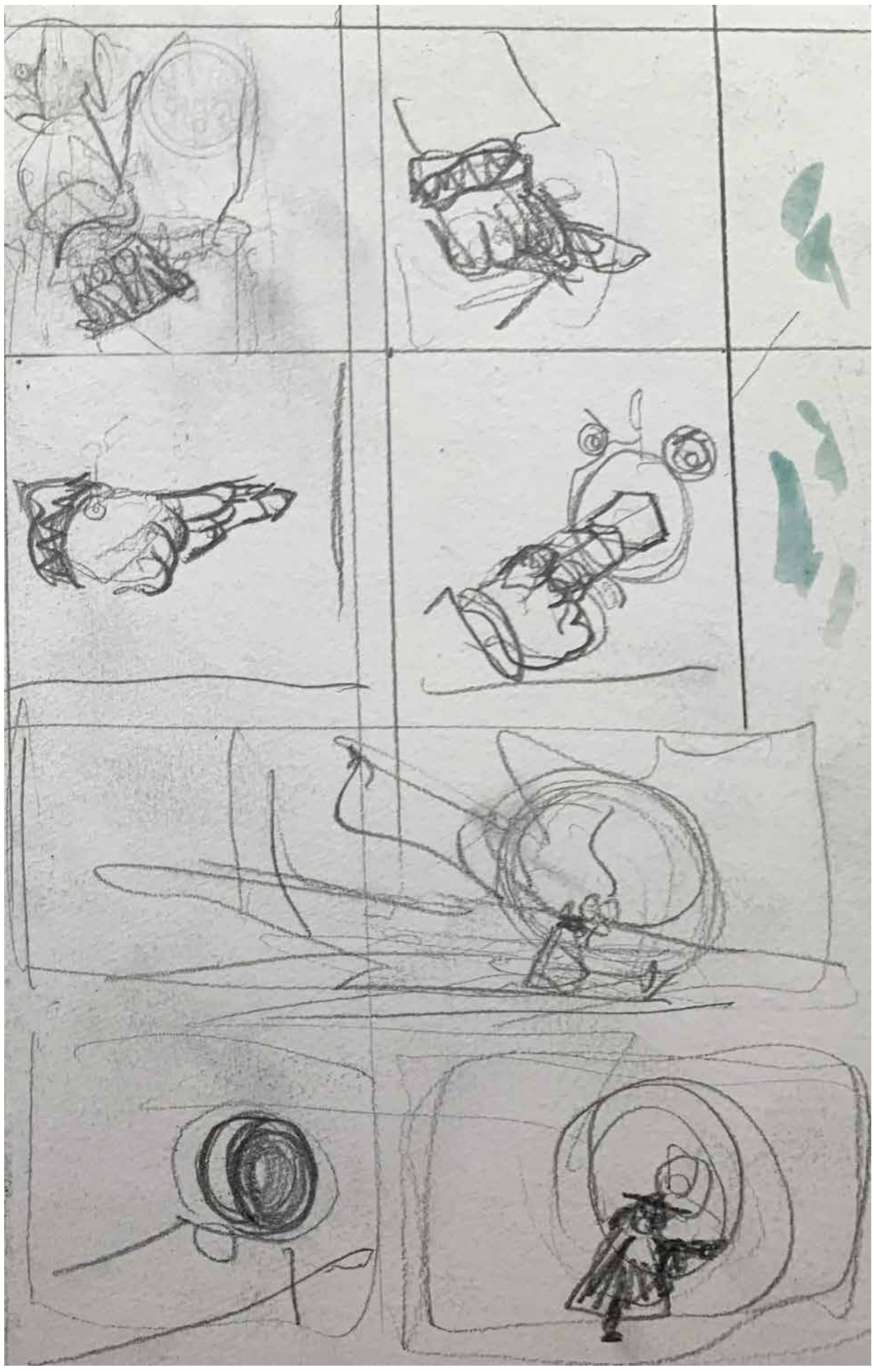
I managed to get the spaceship to land.



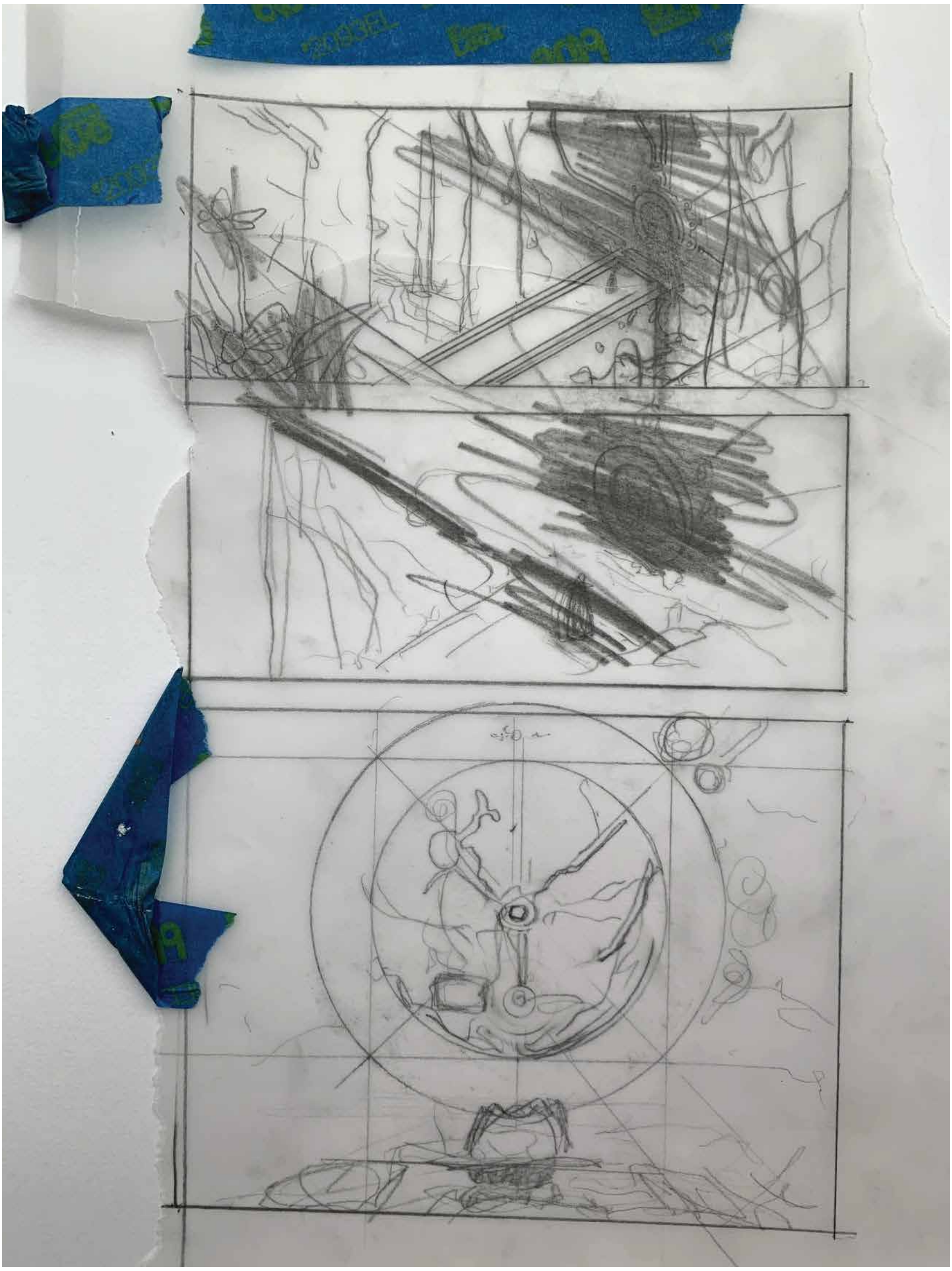
This is a final page both inked and painted. It turned out terrible. The entire page was getting swallowed by the overwhelming purple, and the slopy application of the paint distracts from being brought into the story. The worst problem Is that the spaceship did not even read because I messed up so bad. So I took what I could from that, and started again.



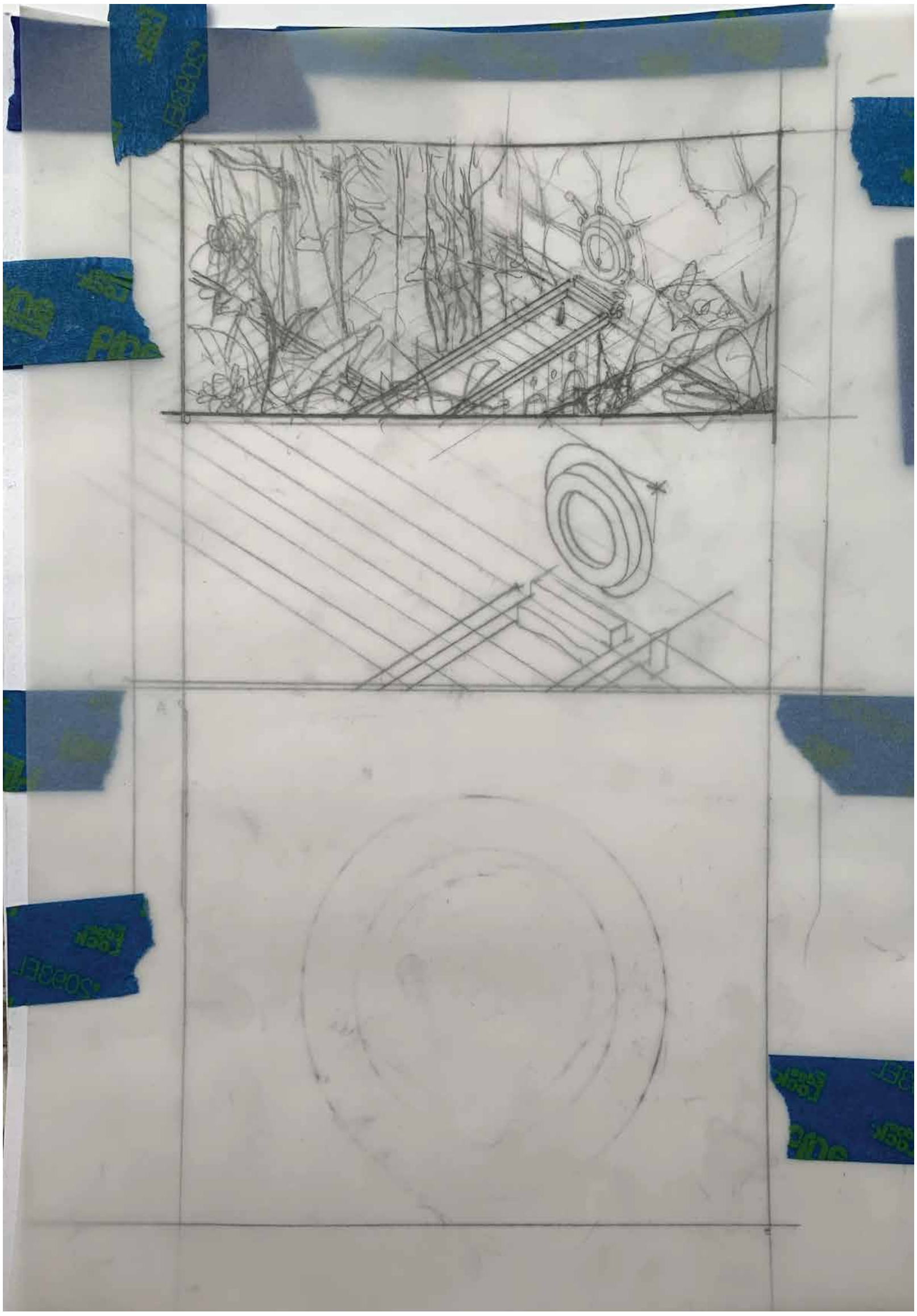
The most important thing I learnt was that if you are making only a few pages of a graphic novel, you need to tighten up the reins on what you are trying to say, pacing, amount of content, continuity, it all becomes lost if you don't slow down. You cannot have your character move too far of a distance without the story being lost. You cannot have too much happened to your character in too little time with too few panels. This is what I brought into my next sketch. In order to drive in my setting as solid as possible and keep the pace followable, I made my first three panels as a zoom sequence.



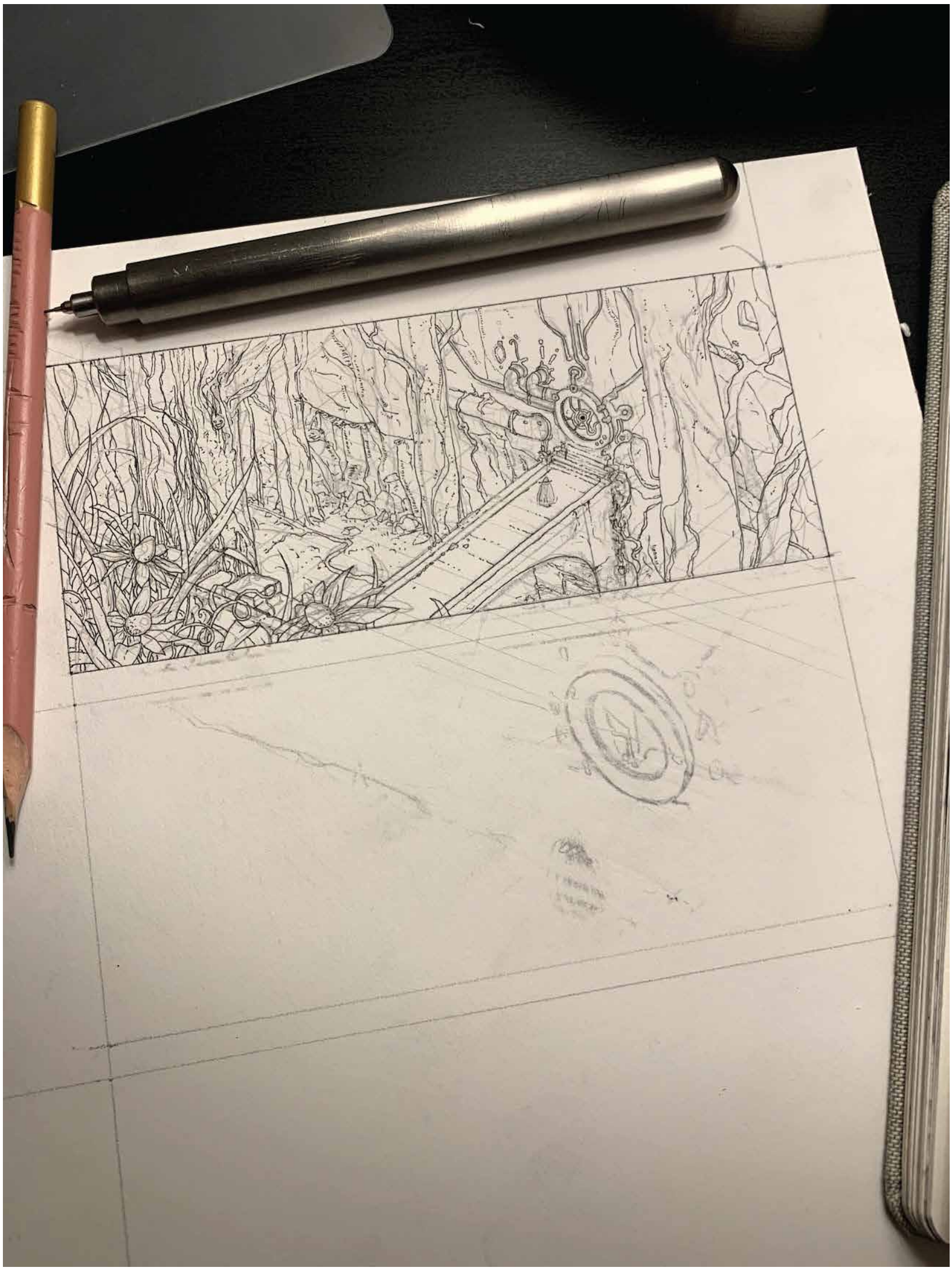
This is the story. I wanted to establish a strong setting but have my character leaving the setting to clearly imply the open-endedness of the narrative.
The character approaches a mysterious door, in a forest, in the dead of night. The door is the only light source. The light comes from a hole in the center which is shaped like a hexagon. The character reaches into their pocket and reveals a crystal that is the same shape of the hole in the door. The character inserts the crystal key into the door, a cross section panel reveals the door magically opening up from the inside, and the character climbs through the door, and into a tunnel.
Hopefully it makes sense when you reach the final.



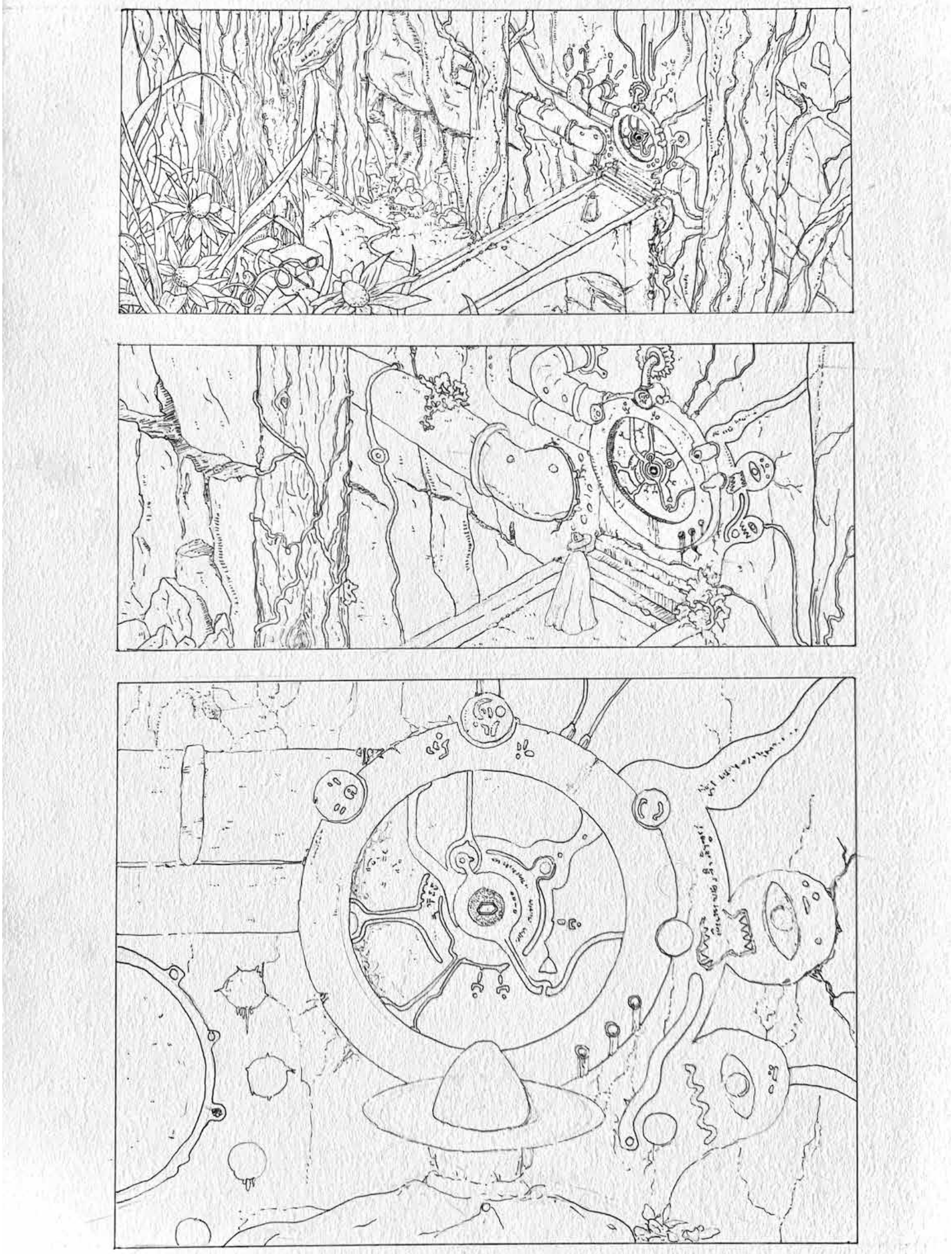
Sketching began very rough. I increased fidelity by layering sheets of vellum and increasing the amount of information.



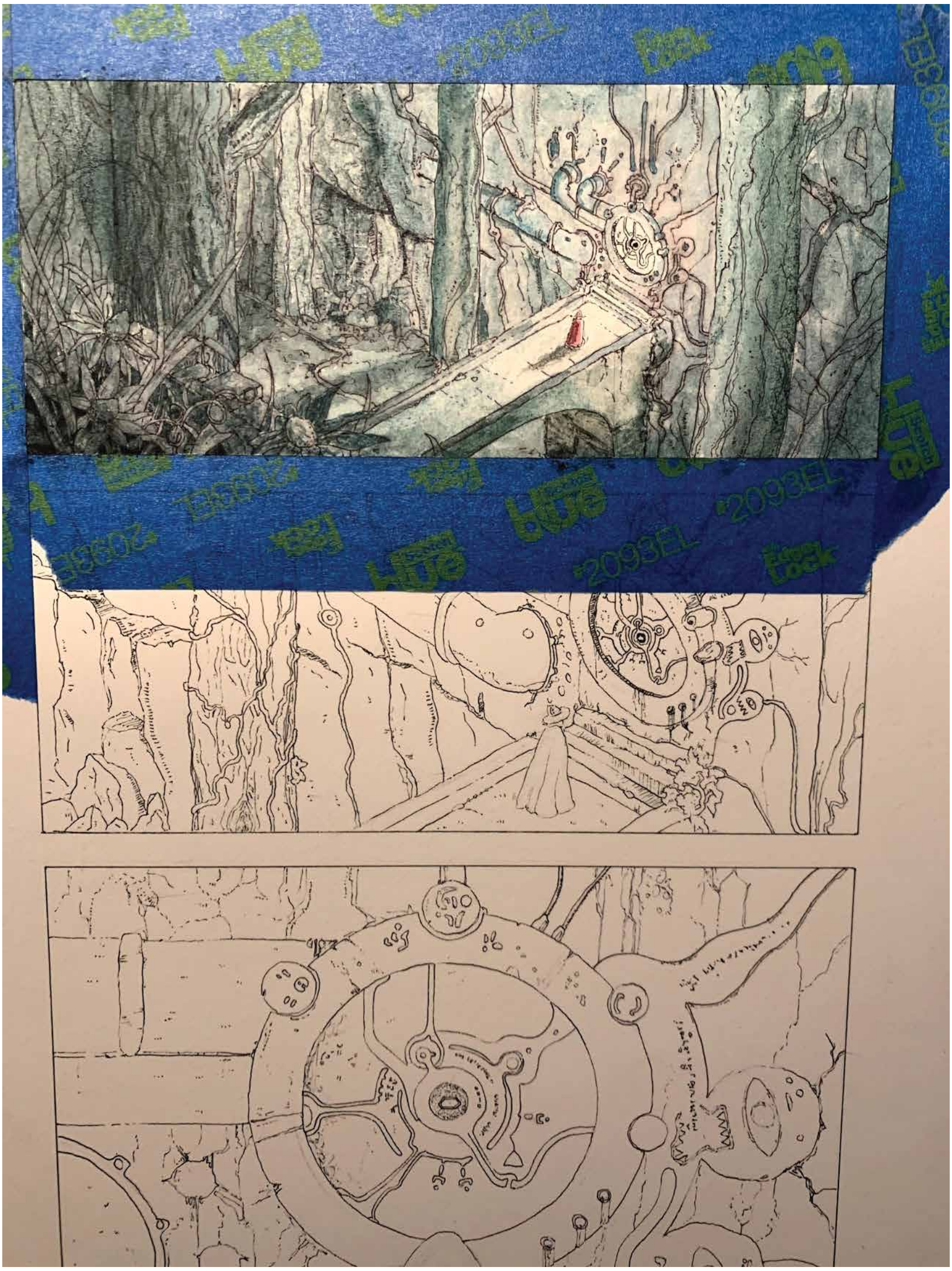
Exaple with two sheets of vellum.



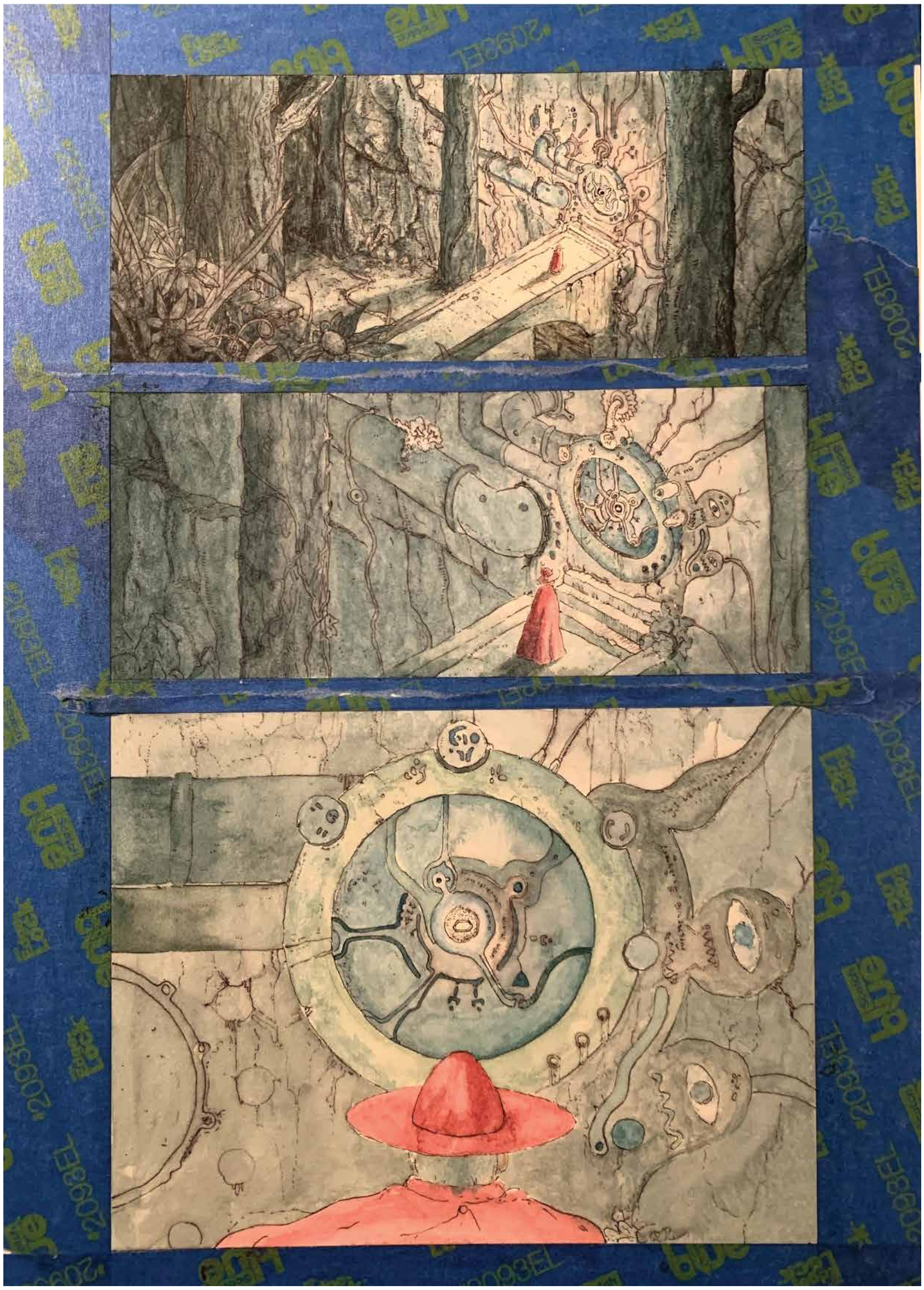
Linework progress

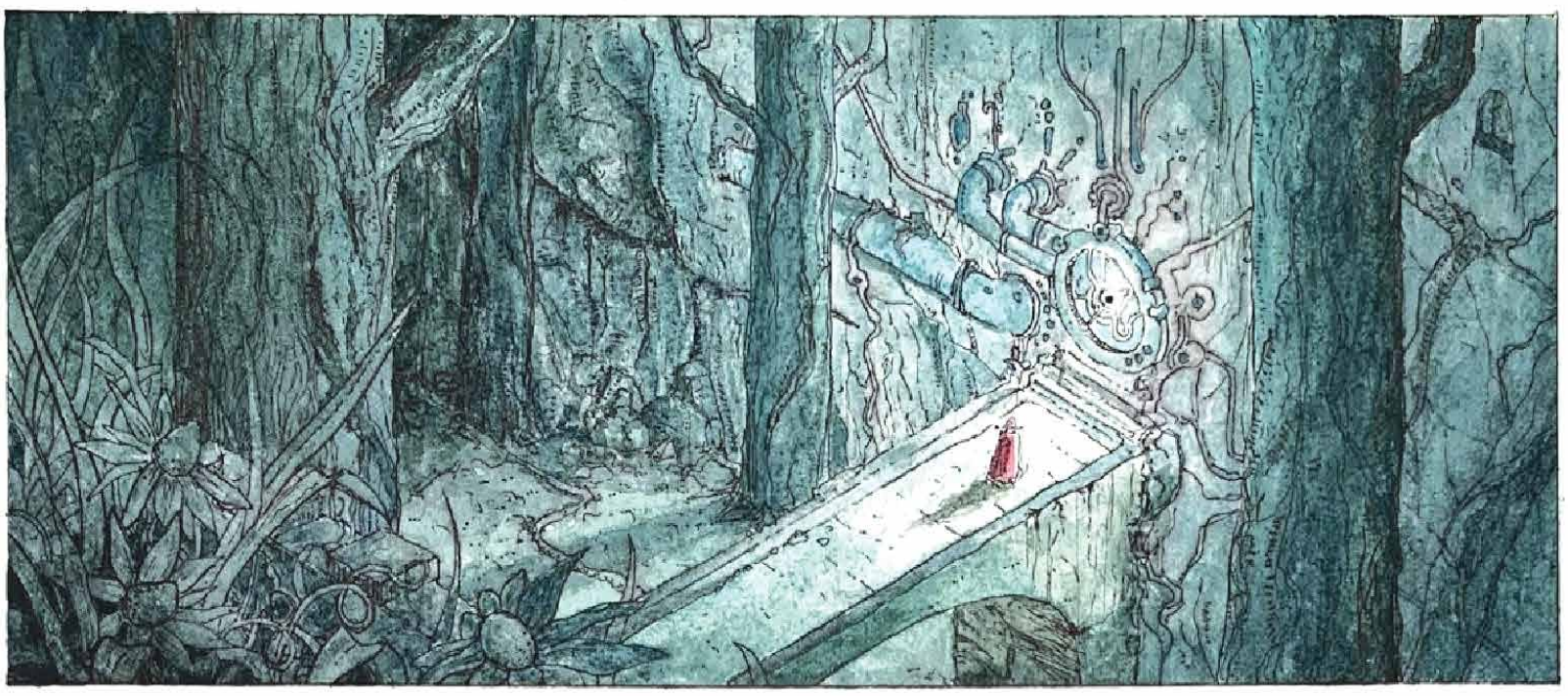


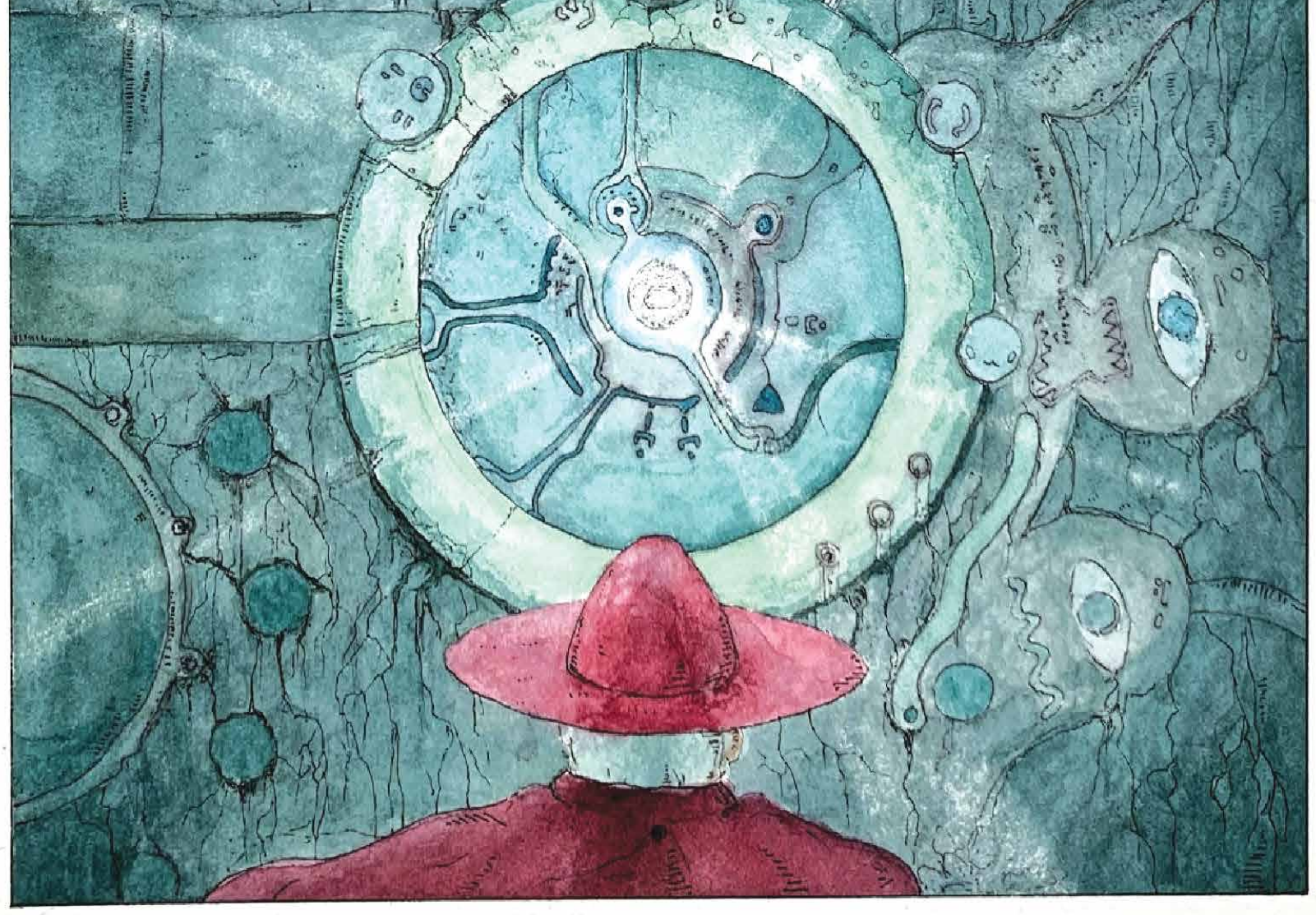
Final linework for the first page.

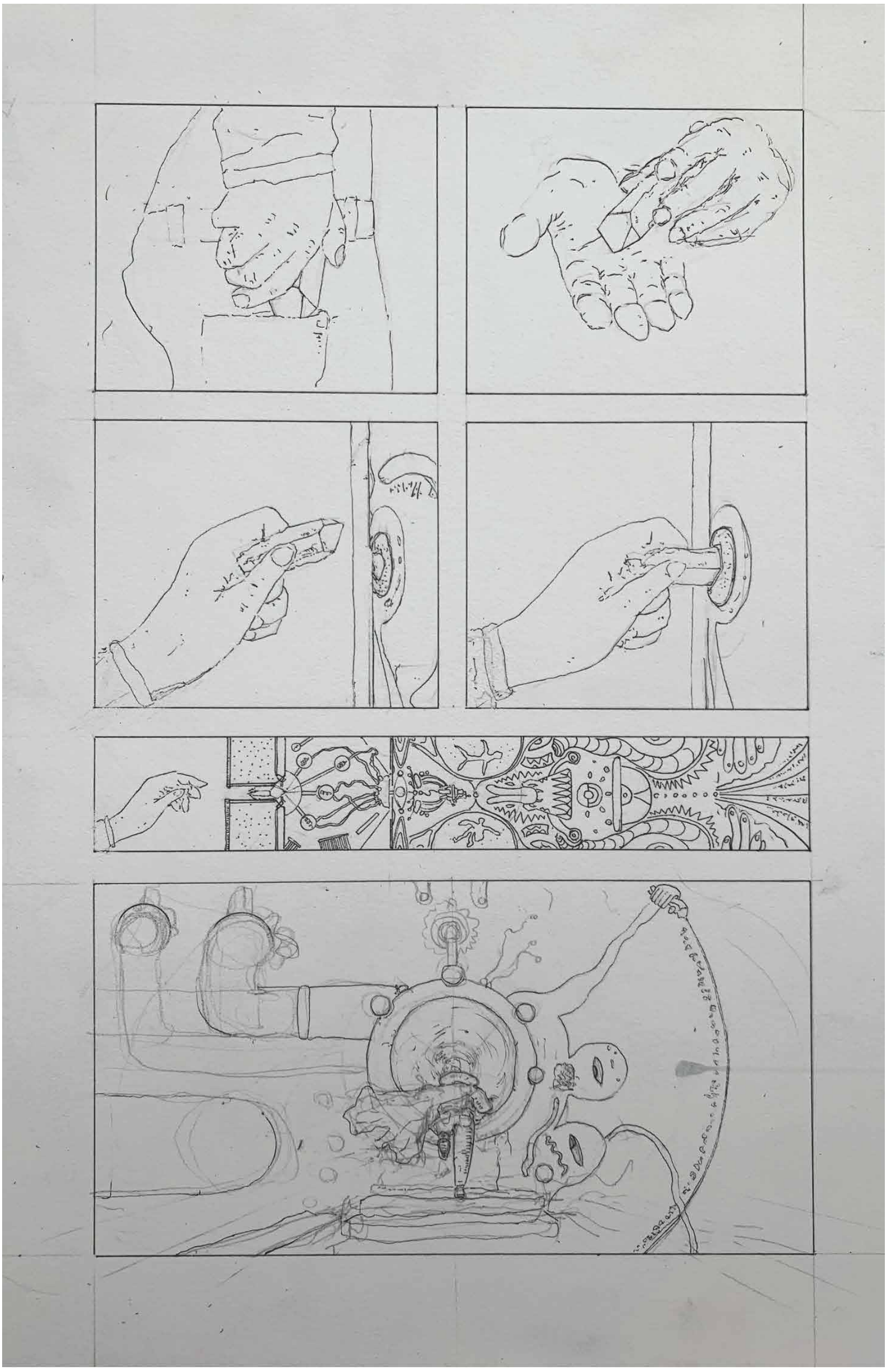


Watercolor progress. I used a sort of variation on the complementary color scheme Red and Green with a spectrum of blue greens ranges from almost turquoise to a desaturated forest green, and red. I chose complementary because I was frustrated with not being able to covey visual constancy with the character's narrative so I wanted to make it as easy as possible to follow the character.









This is my second page with the rest of the story. I wanted to have it be at least readable by prototype day.