

ANIMATED WAR COMIC PROJECT



The assignment is to take one section of a war comic (or short war comic) and bring it to life through sound effects, voiceovers, dialogue, and motion using iMovie. You can either choose a passage that is about 20 panels long from a longer war story comic or a shorter war story comic in its entirety. The goal is to bring the story to life while still being faithful to the original story, artwork, and message. The project can be done individually or collaboratively, and it is likely that either way you might need the help of other classmates to complete your animated story for additional voices.

Step One: choosing a story to 'animate'. You will be given a selection of stories to choose from. Look through them and think of what possibilities there are for sound effects, voices (either as dialogue or voiceover) and what section of the story/complete story that you think would work well as an animated comic.

Step Two: once you have chosen your selection, organize what will need to be done. What sounds will be needed? What voice work? What other film effects might you bring in to the story? What background music might work well?

Step Three: using storyboards, you will block out what is needed and when so that you have a clear idea what your plan is going to be. I will be scanning the stories that are chosen, so you will have a digital copy to work with on the iMac.

Step Four: placing the scanned images in order onto your iMovie film file. From there, we can work on adding titles, visual effects, sounds, and music to your feature.

Step Five: with the panels in order, accompanied by effects and music, voice(s) can be added to complete the project.

You will have several days to select your comic and complete your storyboard plan. Storyboard plans should be completed by Friday and stories selected so that the animation process can begin on Monday.