**CONVERT A SHORT STORY INTO A GRAPHIC NOVEL ASSIGNMENT**

In this project you will take on the role of a writer who has been commissioned to take a short story/novella and put it into graphic comic/novel form.

You will choose **ten** central moments in the narrative structure of the story to represent within your graphic novel. For each of these moments, you will create 2 or 3 pages in graphic novel format. Refer to the ppt. for conventions.

More specifically, you must render (represent) the following parts of the original story into graphic novel format:

* A character sketch of 2-4 of the primary characters in the story. The reader needs to get to know the characters.
* Exposition/ Prologue (if necessary)
* Initial incident
* 3 moments within the rising action
* Climax
* 2 moments within the falling action
* Denouement or resolution

You must read the short story or novella carefully for details of importance. As a graphic novel is highly visual and minimal in text, you must be very concise in your story telling. Thus, you must distill your story down to the central moments needed to re-tell the complete story in a way that keeps the reader’s interest and does justice to the narrative.

It is your choice how you wish to create your graphic novel. Keep in mind, if you choose to create your graphic novel electronically, it is your responsibility to learn how to use the program. You may choose from any the following.

* Use an online comic generator such as  [Pixton](http://www.pixton.com/) or [Toondoo](http://www.toondoo.com/)
* Draw the images yourself (pick a template from the internet or draw the panels yourself)
* Find images on the internet and place them into Comic Life
* Use Adobe Fireworks to manipulate and combine images

To give you some advice, watch this video about students in Canada working on the same project.

<http://calgaryscienceschool.blogspot.kr/2011/03/creating-graphic-novels.html>