

Figure 3.4: Instructions for designing a graphic novel page

Instructions for Designing a Graphic Novel Page

Design a page for a graphic novel with at least five panels. These panels must take up the entire area of the page, making it easier to read and more pleasing to the eye. The five (or more) panels on this page must consist of two or more different shapes. These panels may be circles, rectangles, squares, and/or pentagons.

Formula reminders

A circle's area = $\pi \times \text{radius squared}$ (or πr^2)

A square's area = $\text{base} \times \text{height}$

A rectangle's area = $\text{base} \times \text{height}$

A triangle's area = $\frac{1}{2} \times \text{base} \times \text{height}$

A pentagon's area = the area of a triangle + the area of a rectangle

Page design directions

- ◆ Write a story in which the number of sentences or story parts equals the number of panels you want to use on your page. This will determine how many panels you will have on the page. (Note that your page must contain at least five panels.)
- ◆ Determine the area of the page.
- ◆ Divide the area of the page into the number of panels you intend to make. This number will represent the area of each shaped panel.
- ◆ Decide which shapes (at least two different types) you want to include on the page and how you want them distributed on the page. Note that different shapes can connote different ideas or impressions. Use these shapes to help emphasize and tell your story.
- ◆ Draw each of your panels.
- ◆ Write and illustrate a story to fit in the panels. Use different colors, fonts, and panel shapes to help emphasize points of your story.