

CREATING A GRAPHIC NOVEL SCENE

Use *Lost Trail: Nine Days Alone in the Wilderness* as a model to help you create a graphic novel scene about the most exciting or scariest thing that ever happened to you. Follow the steps below and on the following pages to help you. Have fun!

CHOOSE A TOPIC

* the most *EXCITING* thing that ever happened to you

OR

*the *SCARIEST* thing that ever happened to you

(whatever your topic, make certain it is appropriate to share with others)

BRAINSTORM THREE TOPIC OPTIONS. THEN CHOOSE YOUR BEST IDEA.

1.

2.

3.

Interview others who were actually there to help refresh your memory
(i.e. your parents, siblings, friends)

Read about or look at photos, articles, etc. related to your event for details (i.e. a major storm, fire, etc. may have been in newspaper)

PLAN YOUR GRAPHIC NOVEL SCENE

**THINK OF
5-10
THINGS
THAT
HAPPENED**

**WHICH
HAPPENED
FIRST,
NEXT,
ETC.?**

**WHICH WERE
SMALL THINGS?**

**WHICH
WERE BIG
THINGS?**

**ANY MEDIUM
SCENES?**

**WHAT
HAPPENED
LAST?**

WRITE AS A SCRIPT

NARRATIVE (the telling) PARTS [happenED; past tense]

April 1, 1987, Anson, Maine—But it was NO April's Fool joke.

THOUGHT PARTS [IS happening; present tense]

Lynn: . . . What's that sound?

Lynn: . . . It's coming from the cellar.

(NOTE: the three dots to show thinking, not speaking)

NARRATIVE/TELLING [past tense]

When I opened the cellar door, it sounded like the Kennebec River was raging down there.

SPEECH PARTS [IS happening; present tense]

Lynn: PAUL! WAKE UP!

Paul: What's wrong?

Lynn: The basement is flooding! It's rising fast. Grab the kids!

ILLUSTRATION NOTES (add in parentheses)

(Lynn hollering up stairs while holding baby; Paul at top of stairs in PJs looking confused)

BREAK NARRATIVE INTO GRAPHIC PAGES & PANELS

Photocopy your script, then cut it into sections that you think will be ONE page in your graphic novel scene. Lay the cut sections/pages out in front of you:

Page 1, Page 2, Page 3 . . .

Next look at each section/page and decide how to break it apart into panels; use a **highlighter** to mark the sections.

{ *April 1, 1987, Anson, Maine—But it was NO April's Fool joke.*

Lynn: . . . What's that sound?

Lynn: . . . It's coming from the cellar.

{ *When I opened the cellar door, it sounded like the Kennebec River was raging down there.*

{ *Lynn: PAUL! WAKE UP!*

Paul: What's wrong?

Lynn: The basement is flooding! It's rising fast. Grab the kids!

(Lynn hollering up stairs while holding baby; Paul at top of stairs in PJs looking confused)

As you look at your break down of pages & panels . . . where do you need more information/details?

(add it)

Less? (delete it)

(NOTE: You may need to go back & forth several times on dividing up the pages & panels until you have the best division/layout for your story & so be certain always to keep a copy of your original script that you can continue to copy & cut as many times as you need)

ILLUSTRATE GRAPHIC NOVEL SCENE

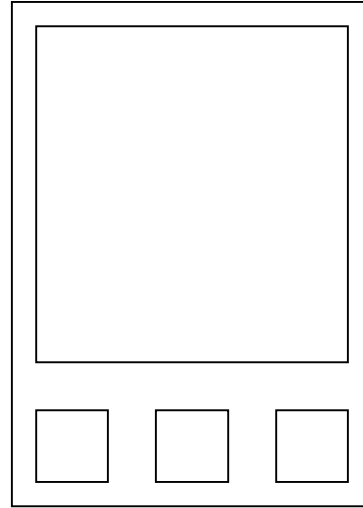
Each panel has
ONE action

**ACTION/
EYE
ALWAYS
GOES**

**TOP
LEFT TO**

**BOTTOM
RIGHT
OF PAGE**

Choose/create panel pages to match
your scene—bigger scenes need
bigger panels



smaller scenes need smaller panels

*When I opened the cellar door,
it sounded like the Kennebec
River was raging down there.*

Add narrative parts

**Add speech/thought
bubbles**

