**Graphic Novel Project**

**English 2**

Adapting a traditional text into a graphic novel is more than just drawing pictures to tell the same story. It is an opportunity for you to create a **new interpretation** on a famous story that has been told for many years. Adaptations require that a person visualizes a character for the reader and pulls out the setting and atmosphere through pictures. The **dialogue** and other words included will help tell the story, but the **pictures** do most of the heavy lifting. You will not be graded on how well you can draw, but with how well you can tell your story through pictures and a small number of words.

**Requirements:**

* **Your story MUST be an adaptation of a folk tale.**
* **Minimum length is three pages of panels with a minimum of six panels per page.**
	+ You may adapt the story in any way that you want as long as the reader can still tell what the original story is. For example, the big bad wolf wins instead of the three little pigs.
* **A printed copy of original story you choose must be turned in with your graphic novel.**
* Give characters a personality through their **dialogue** and **thought balloons** and their **appearance**. **Show**, don’t tell.
* A **symbol** mustbe **apparent** in the graphic novel.
* You must use at least **three (3) different forms of figurative language** (simile, metaphor, onomatopoeia, etc.) to enhance the story.
* **Panels** should be **varied** and not all organized in the same way. Don’t just make 2 rows of 3 panels throughout the story. Switch it up and be creative!
* You must adapt the **WHOLE** story that you choose.
* Your graphic novel musthave some sort of **color** in the pictures. Make sure that the colors add to the mood.
	+ If a scene is set in a dark environment, do not use bright colors, keep the scene dark with darker colors.