

Projektet og De 3 noveller

TRANSFORMATION FRA TEKST TIL VISUELT MATERIALE

TEKSTANALYSE & NOVELLER

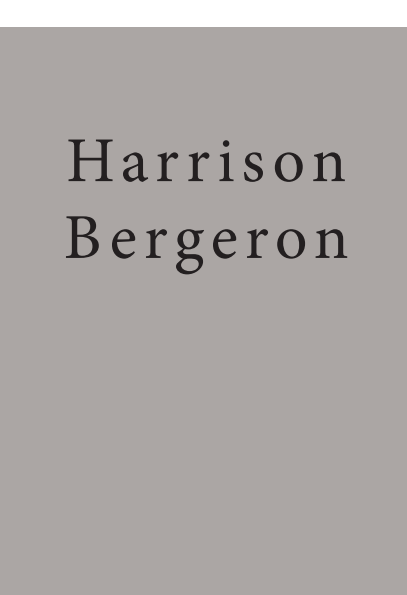
De tre noveller beskriver alle en bekymring for en menneskeskabt teknologisk kontrol i et dystopisk samfund. Igennem de absurde scenarier undersøger læseren et moralsk grænseland.

NØGLEORD

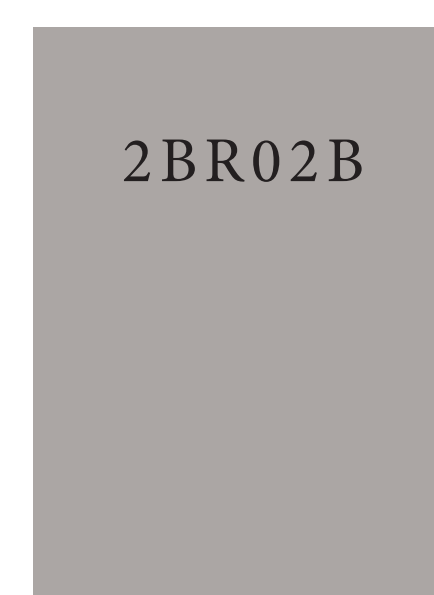
Sort - analog - optimering



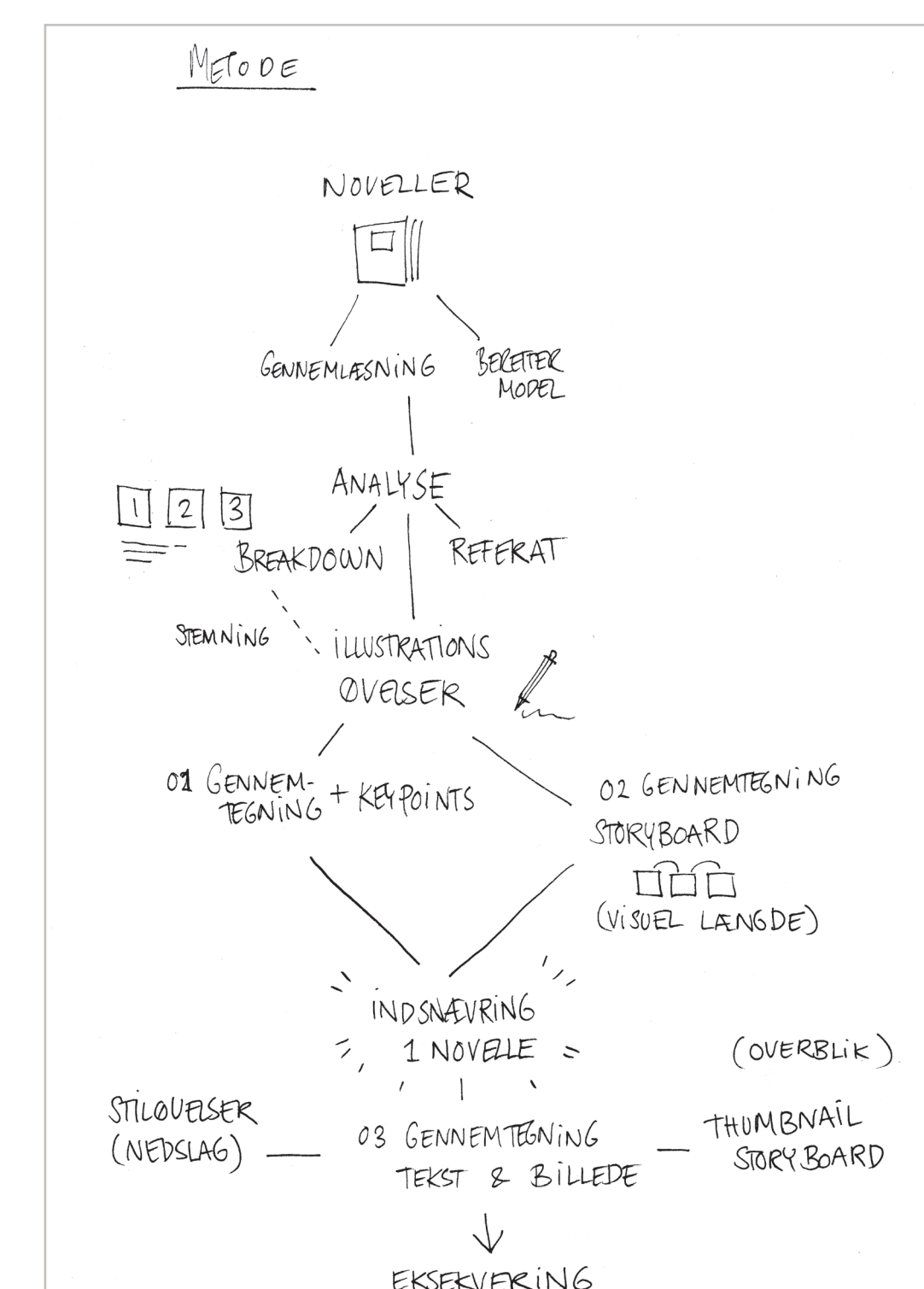
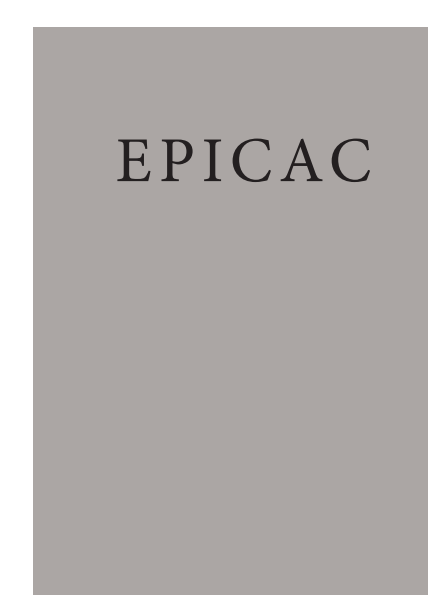
novelle 1



novelle 2

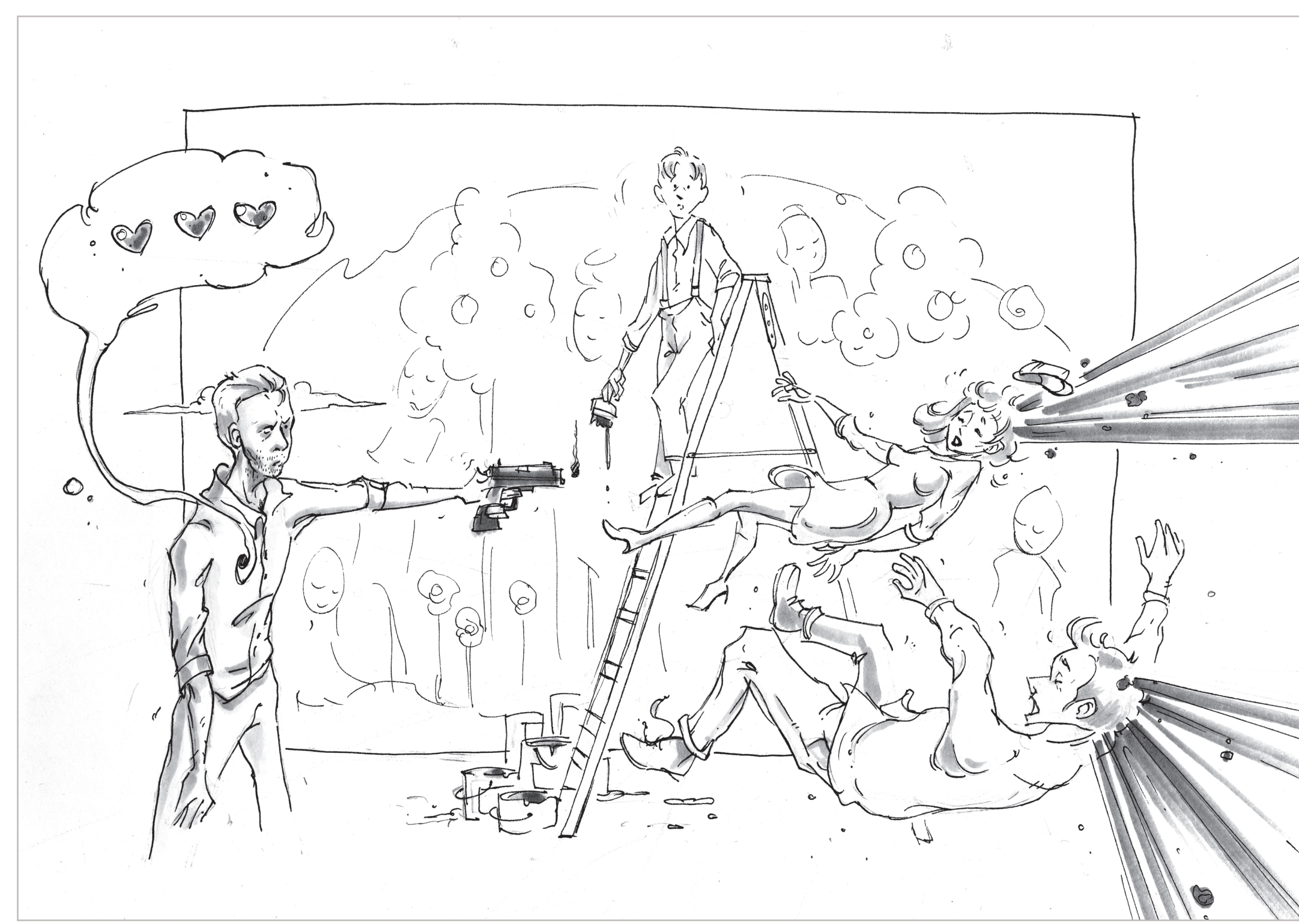


novelle 3



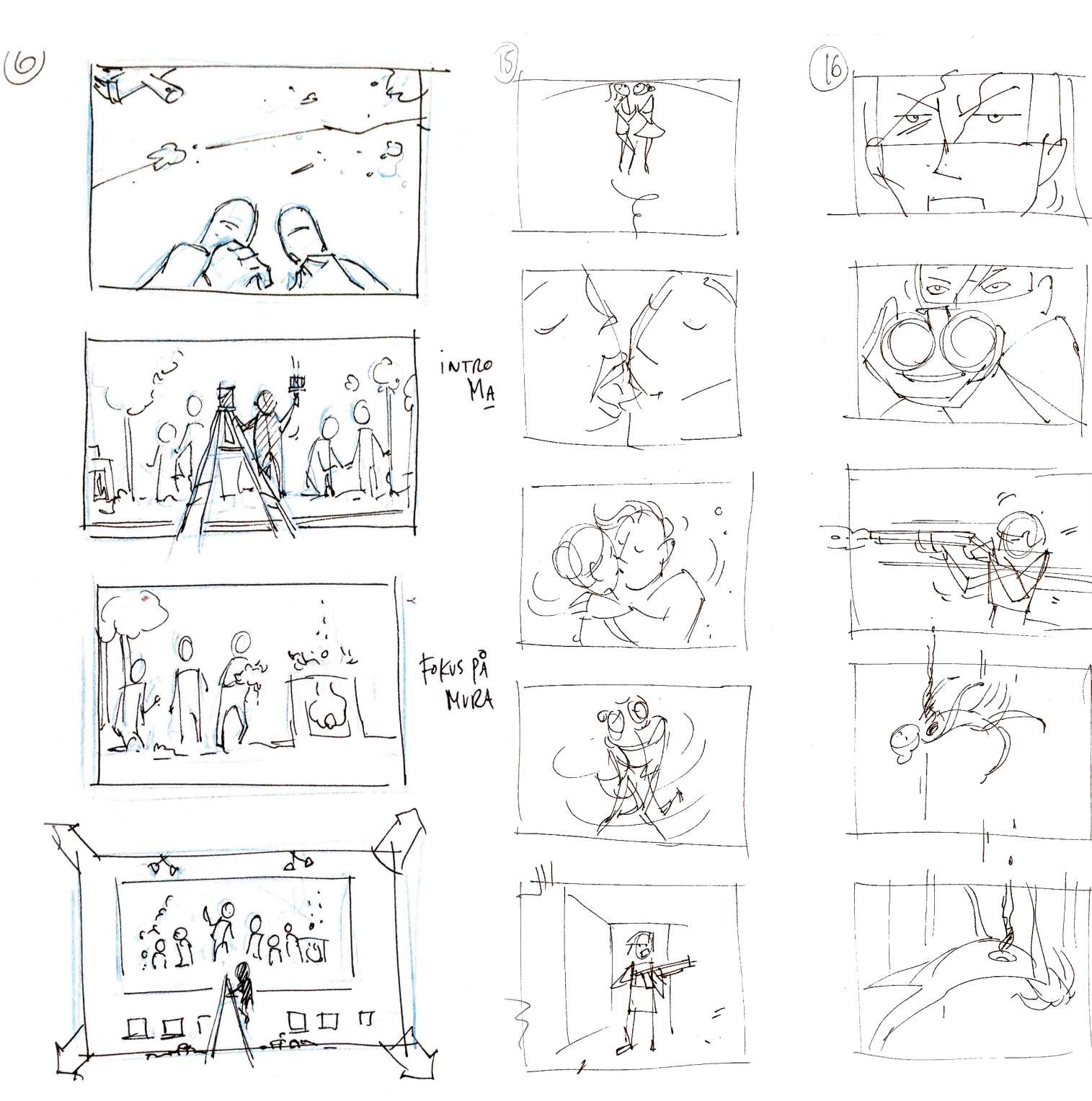
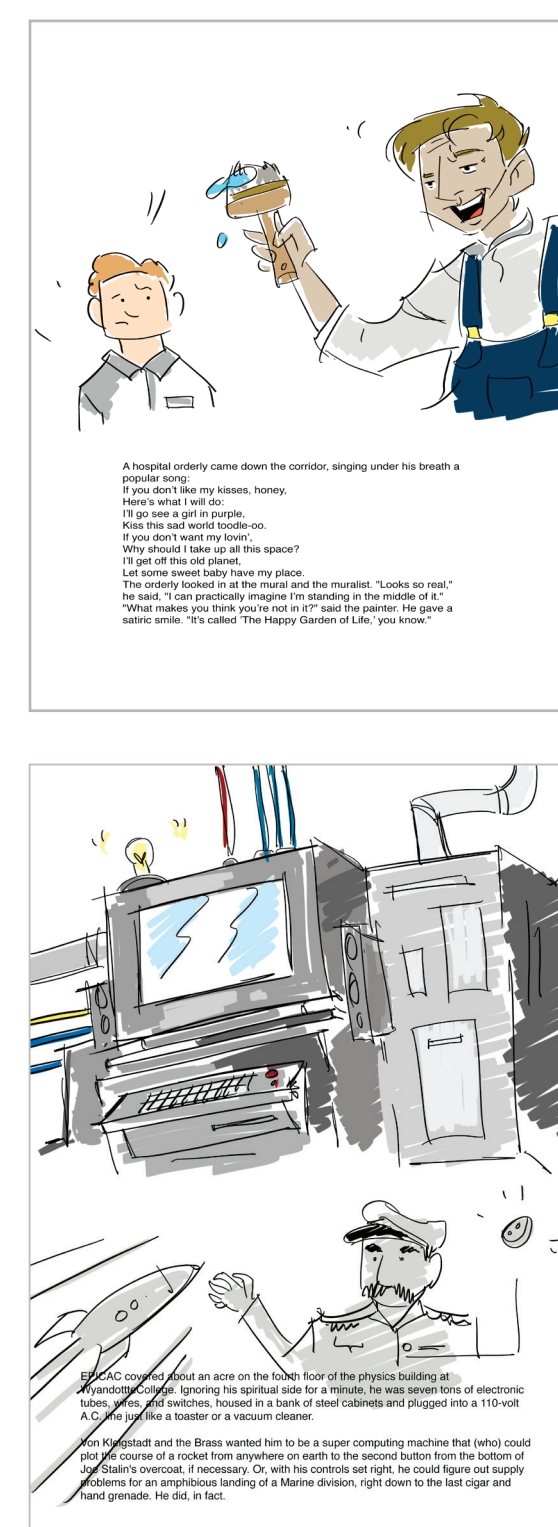
ILLUSTRATIONSØVELSER OG STEMNING

Illustrationsøvelse til at fange stemningen og essensen af novellerne. Øvelsen bestod af tre nedslag og en enkelt "all in one" skitse.



01 GENNEMTEGNING

Breakdown af fortællingen på 15 opslag i A4 digital eksekvering giver det dramaturgiske overblik.

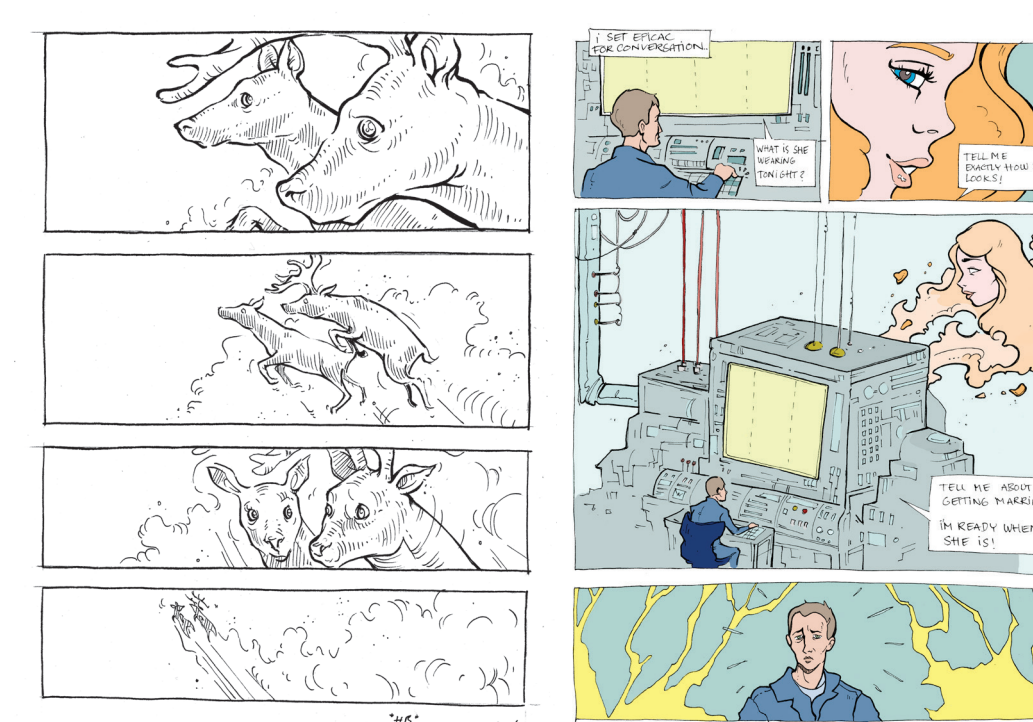


02 GENNEMTEGNING

Den visuelle længde gennemarbejdes i et storyboard (action to action) og kortlægger handlingsforløbet.

TEKNISKE STILØVELSER

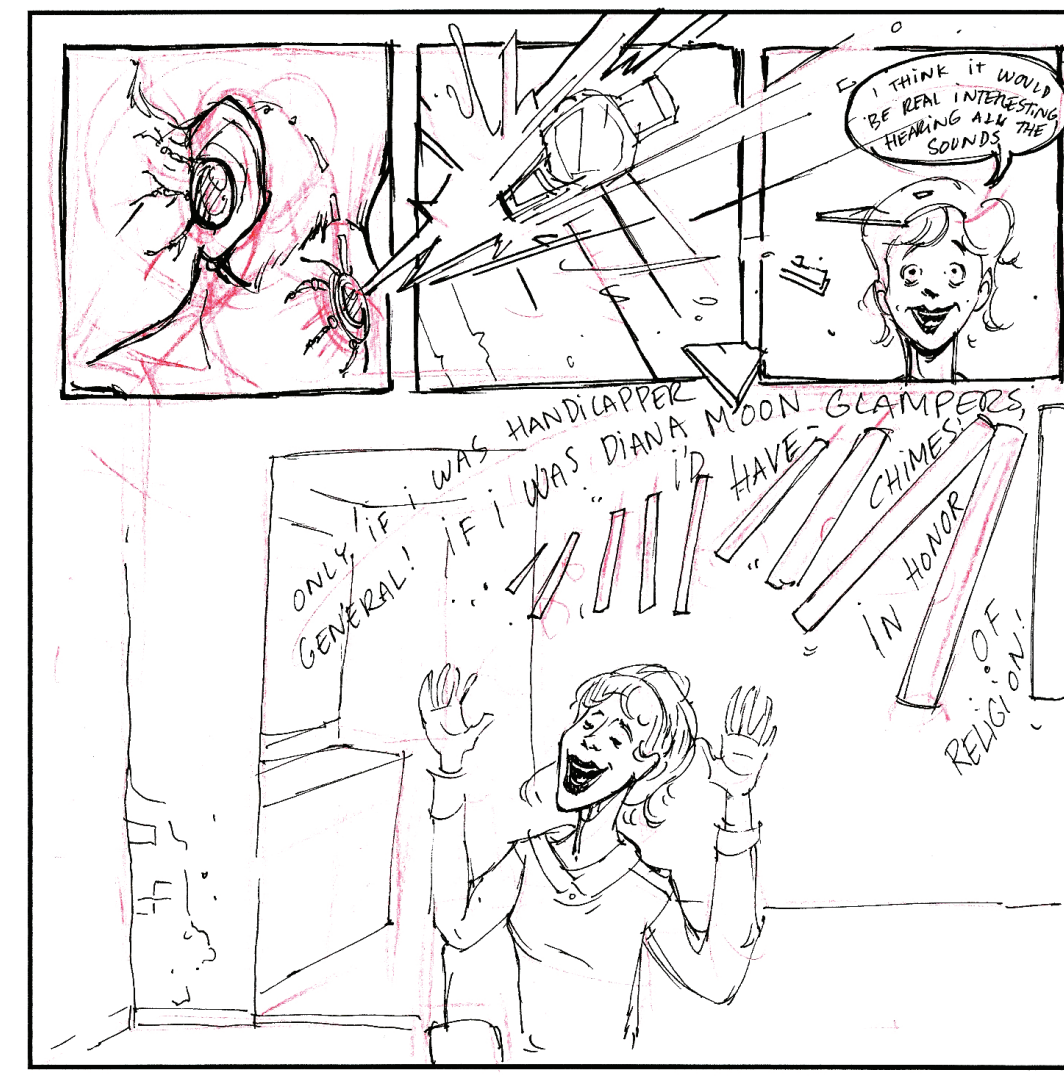
Tekniske stiløvelser til udfordring og optimering af streg og stil på baggrund af tegnerne Moebius, Schultheiss og Carroll.



Harrison Bergeron

03. GENNEMTEGNING

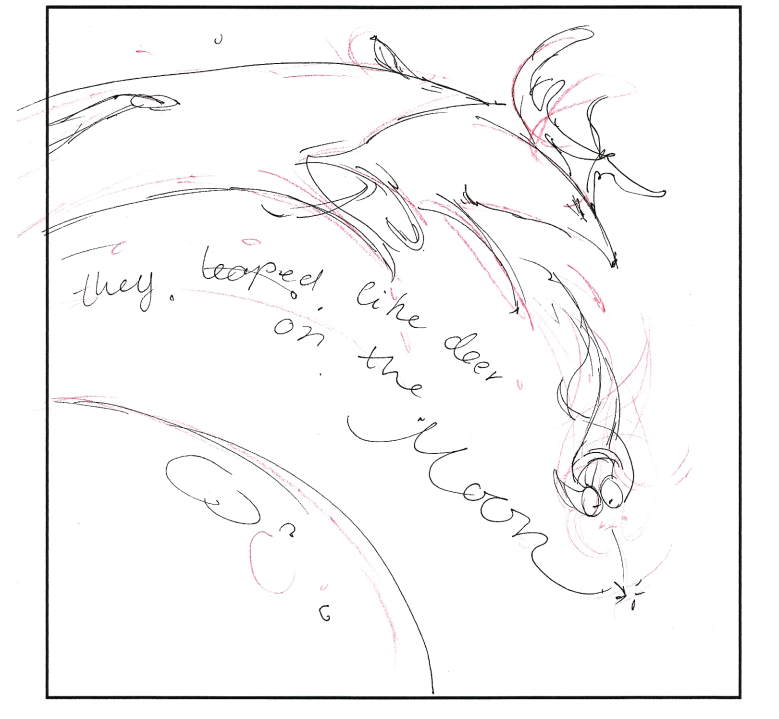
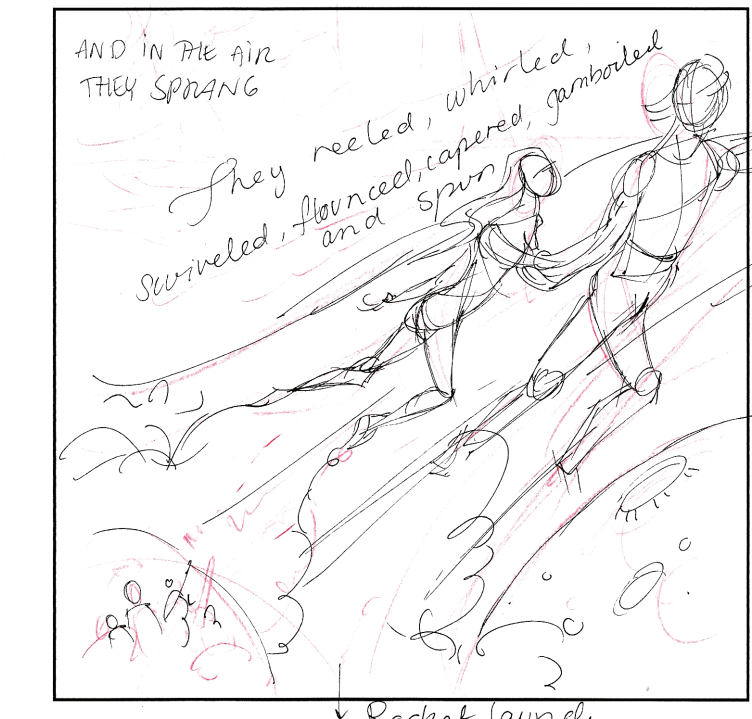
På baggrund af den udvalgte novelle Harrison Bergeron udarbejdes den sidste gennemtegning i kvadratisk format med tilhørende tekstuel breakdown.



George smiled. So did two out of the eight ballerinas. Hazel saw him wince. During an interval, Hazel, she had to ask George what the latest sound had been. "Sounded like somebody hitting a milk bottle with a ball peen hammer," said George. "I'd think it would be real interesting, hearing all the different sounds," said Hazel a little envious. "All the things they think up."

"Um," said George. "Only, if I was Handicapper General, you know what I would do?" said Hazel.

Hazel, as a matter of fact, bore a strong resemblance to the Handicapper General, a woman named Diana Moon Glampers.



George looked down. Hazel, as a matter of fact, bore a strong resemblance to the Handicapper General, a woman named Diana Moon Glampers.

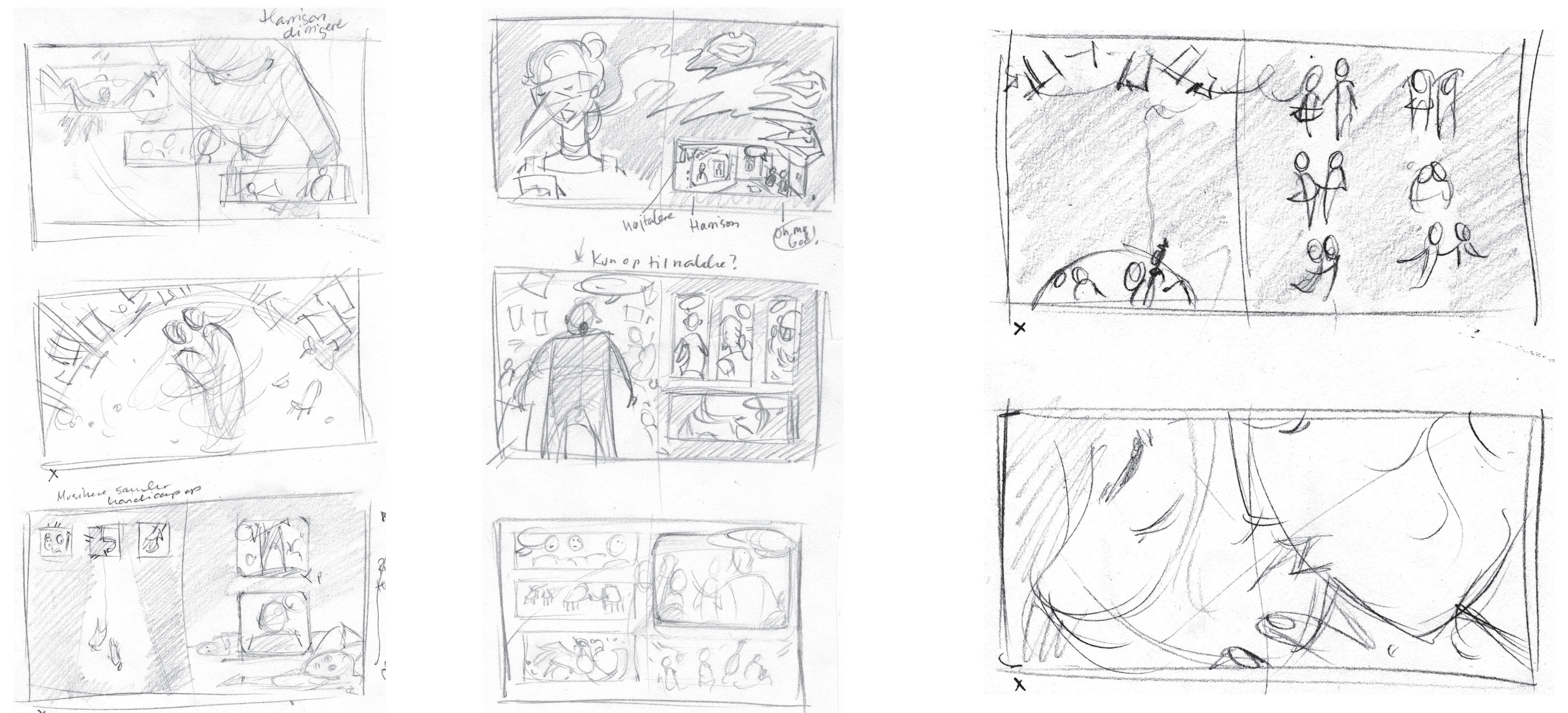
George and Hazel were watching television. There were tears on Hazel's cheeks, but she'd forgotten for the moment what they were about. On the television screen were ballerinas.

A buzzer sounded in George's head. His thoughts fled in panic, like bandits from a burglar alarm.

"That was a real pretty dance, that dance they just did," said Hazel. "Huh" said George. "That dance-it was nice," said Hazel. "Yup," said George.

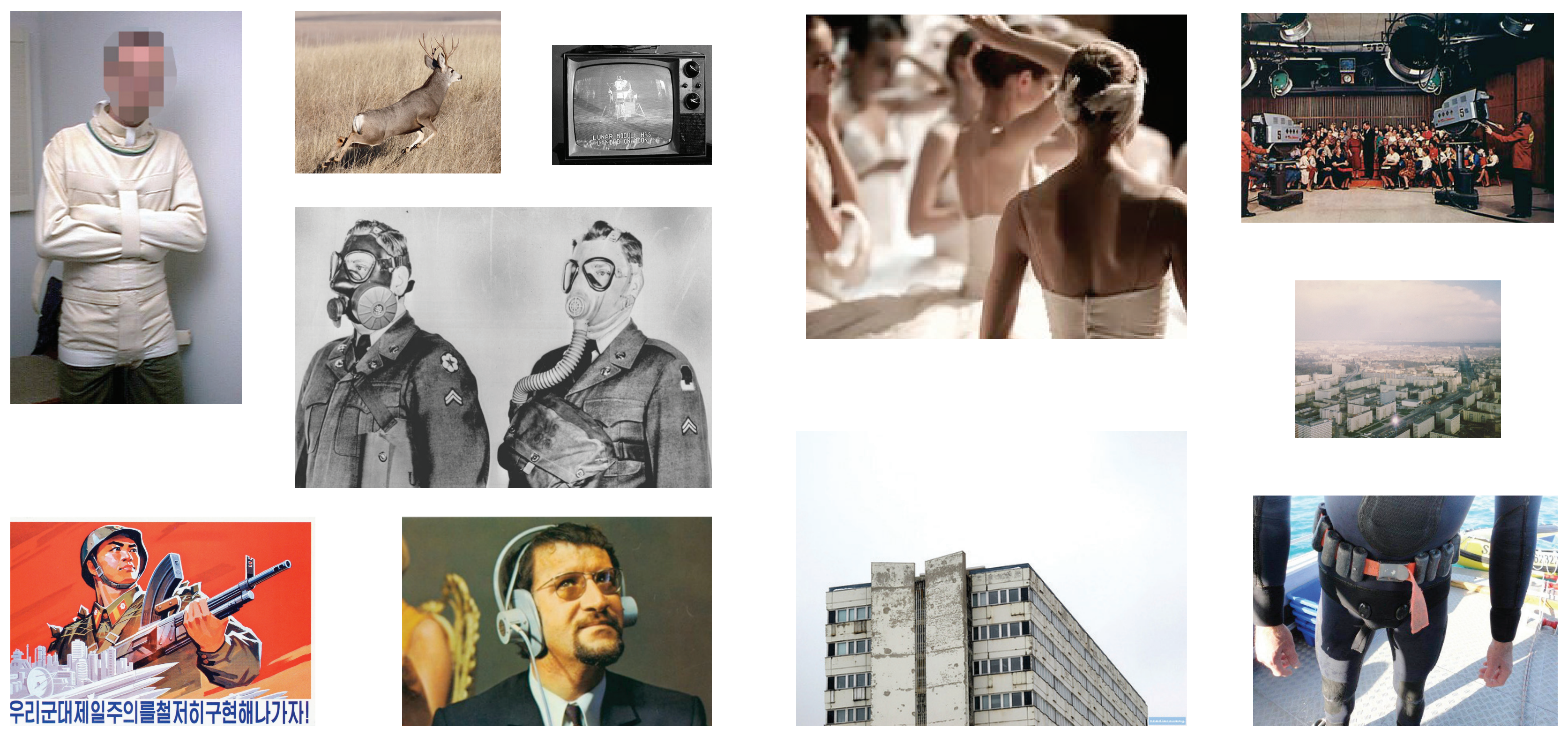
THUMBNAIL STORYBOARD

Thumbnail storyboardet giver det visuelle overblik i sidste fase af processen inden eksekvering af den grafiske novelle. Her fokuseres på opslag og flow.



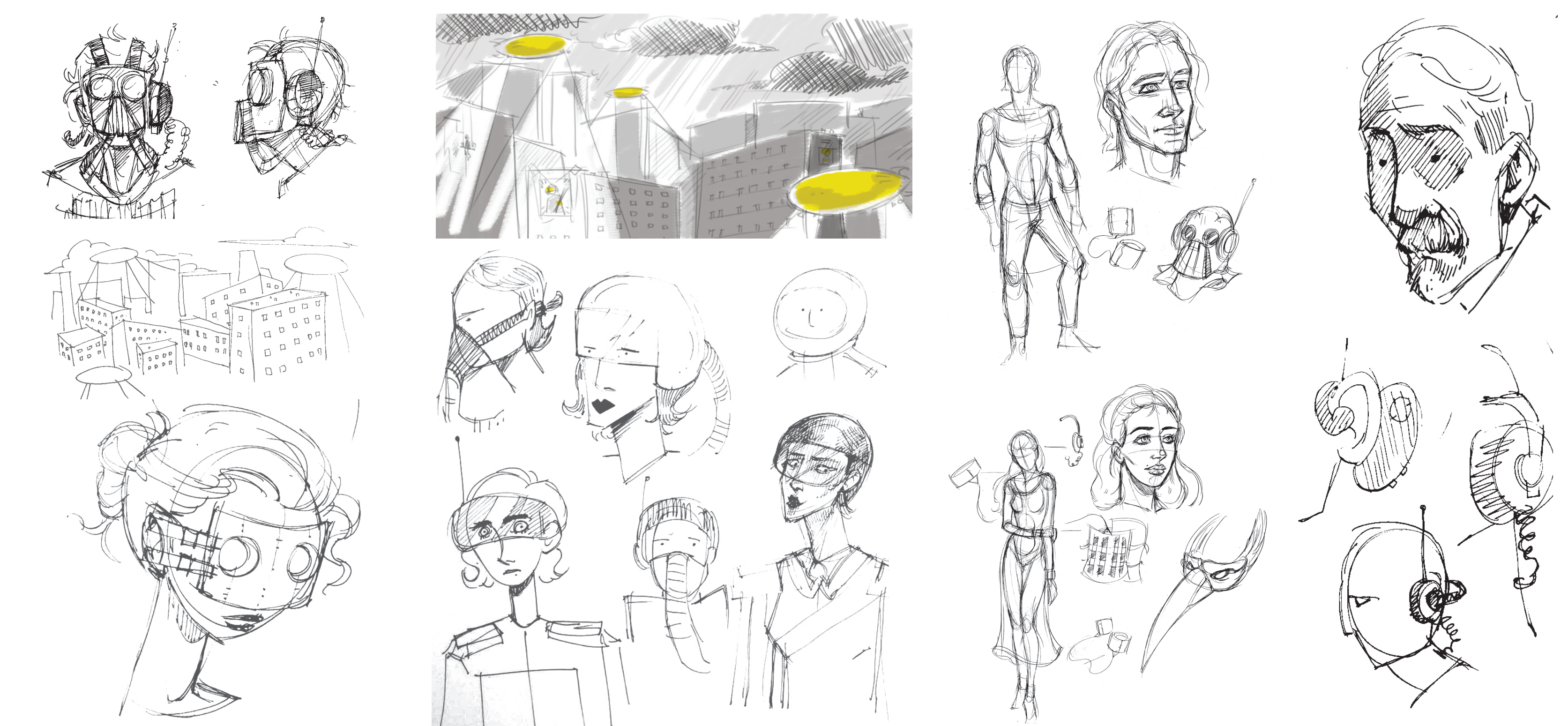
SCENARIEOPBYGNING & DET VISUELLE UNIVER

Sideløbende udarbejde af universet som Harrison Bergeron udspilles i. Dette starter i indsamling af research i et visuelt katalog af referencebilleder og moodboards.



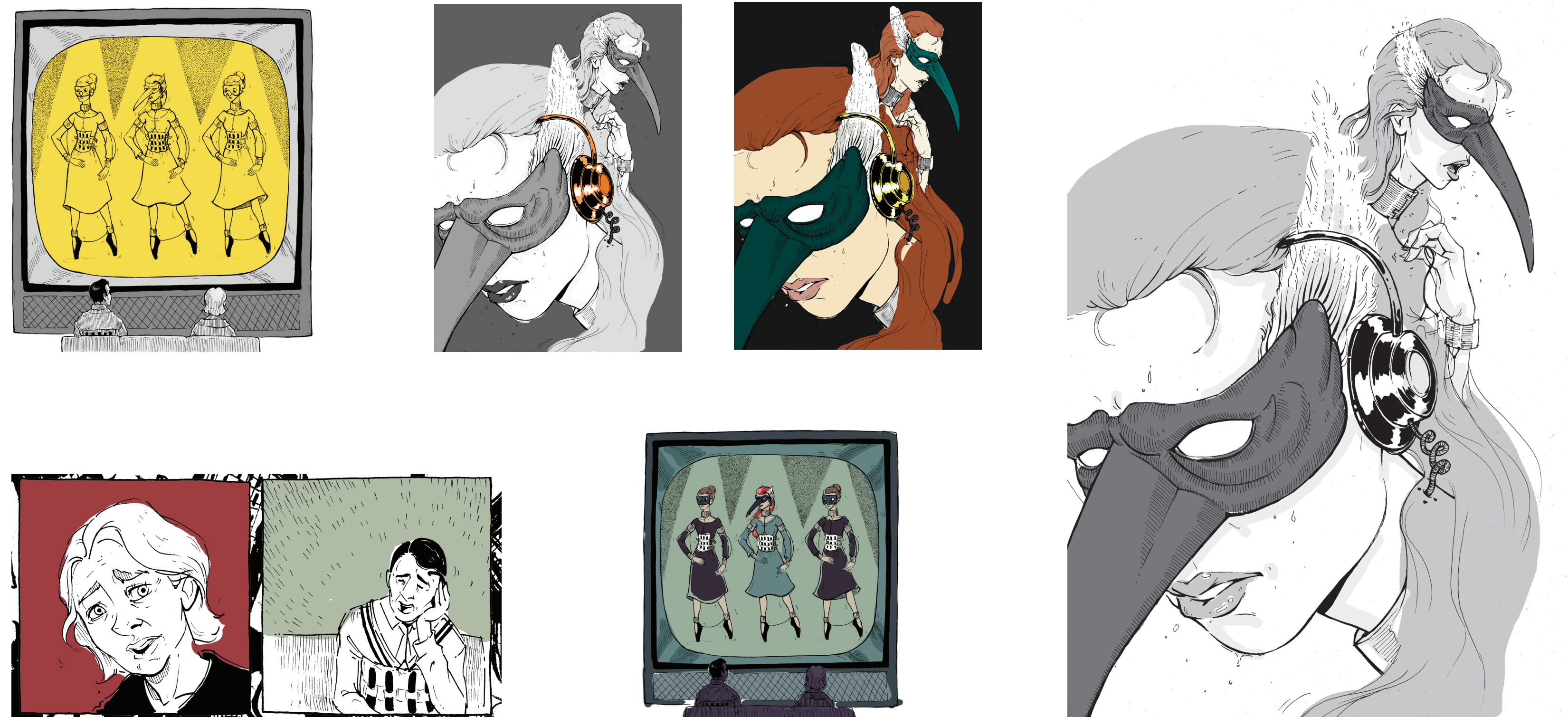
KARAKTER OG ARENA SKITSER

Karakterskitser, design af arena og rekvisitter udarbejdes på baggrund af research og ønsket visuelt udtryk og stemning for Harrison Bergeron.

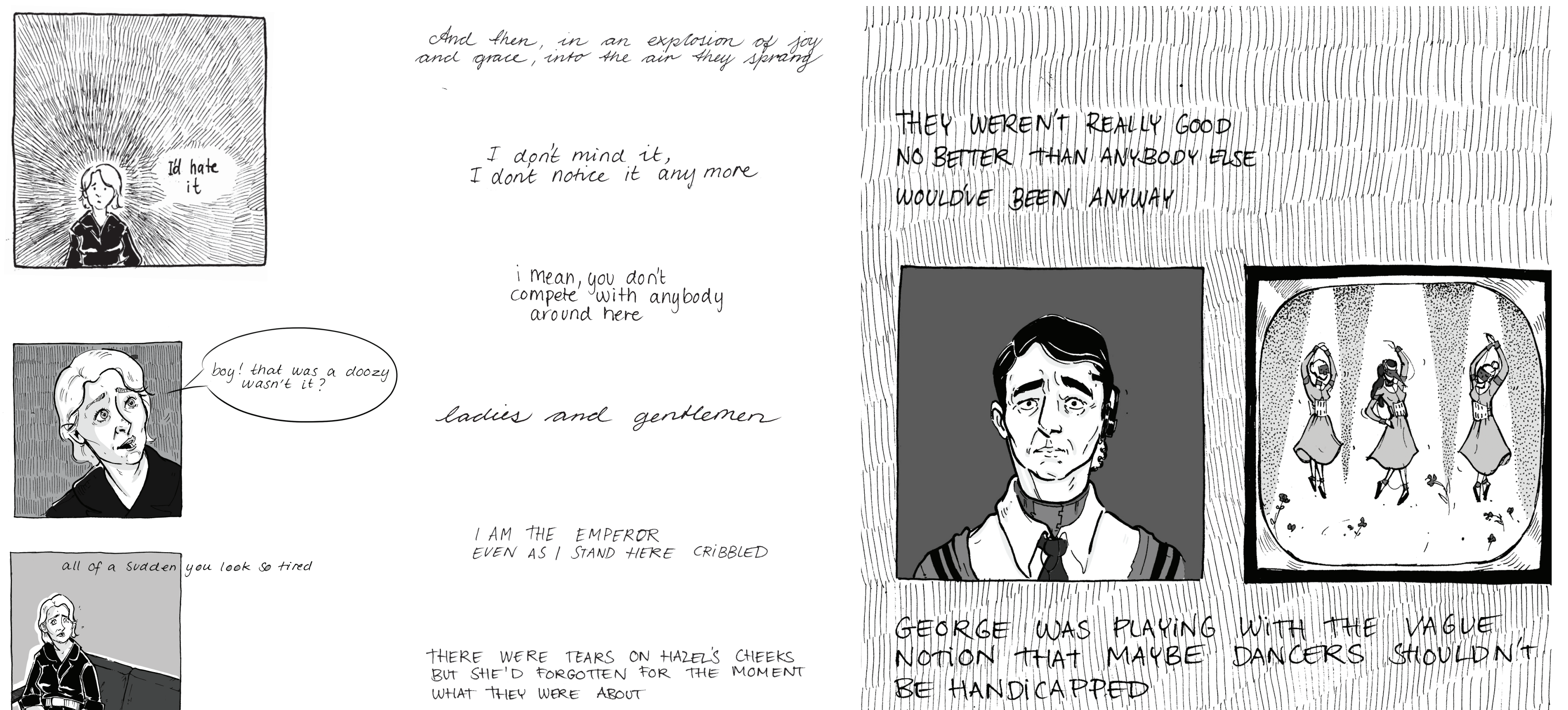


Den Grafiske Novelle

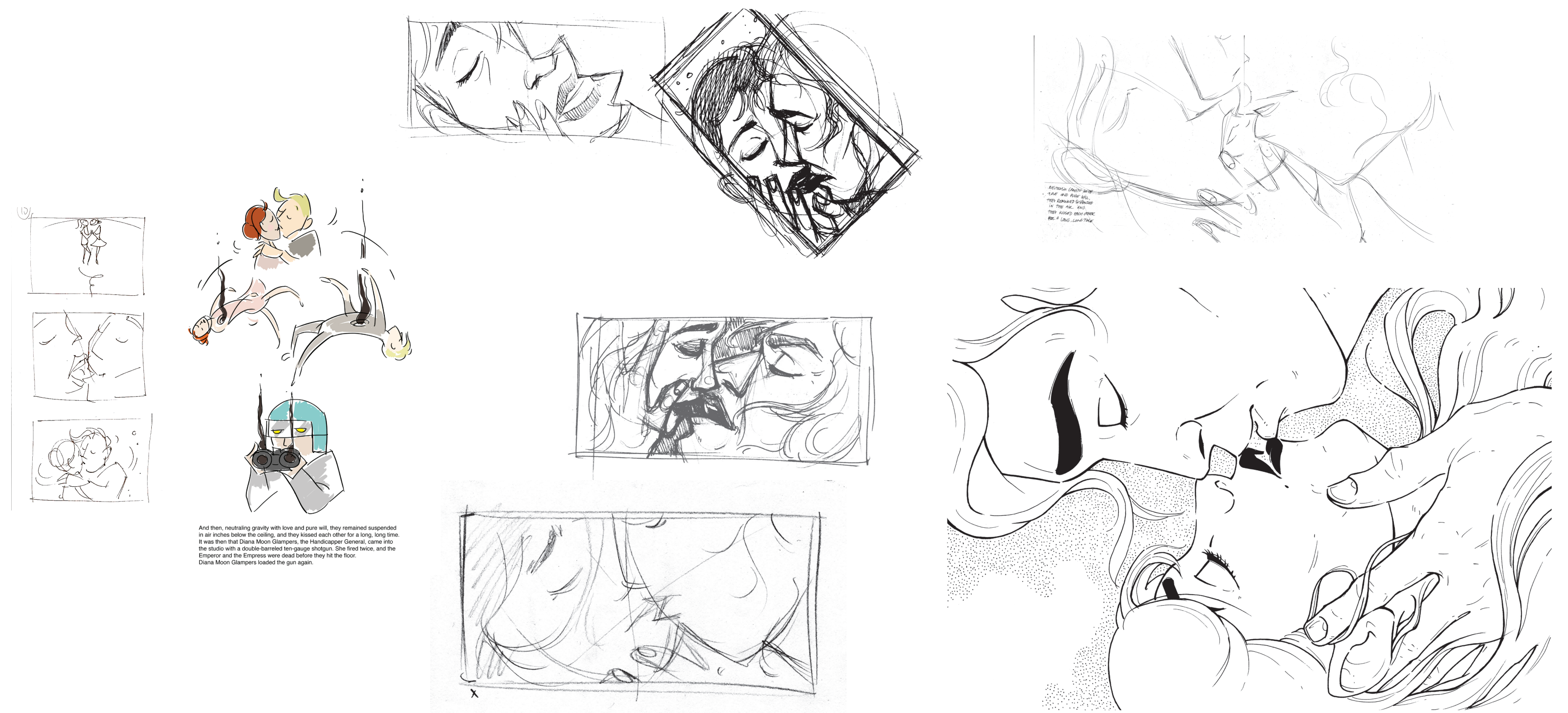
DET GRÅ UNIVERS



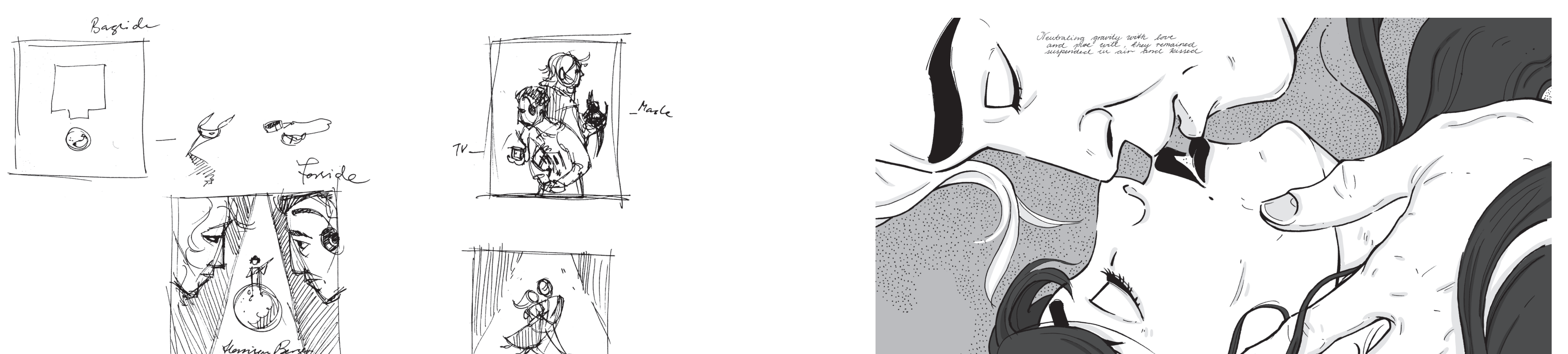
SKRIFT OG NARRATIV



UDVIKLINGEN AF ET OPSLAG



COVER



DE ENDELIGE OPSLAG

