

Redux  
Graphic Novels Detached from Words

*Connie Yang, College '06*  
University of Pennsylvania

2005-2006 Penn Humanities Forum on Word & Image  
Undergraduate Humanities Forum Mellon Research Fellow

Final Project  
Artist Statement  
April 2006

I wanted to create a sequence of events through visual narration, namely pages out of a graphic novel. However, I wanted it to have personal meaning to every person who explored this project, to make it their own narration and not any one else's. To that extent, I made all the pages interchangeable. The twelve layouts each bear unique designs using imagery that is generic enough to have appeared in many graphic novels. Trees, cityscapes, feathers, and motion lines are motifs that are used time and time again. They ground the storytelling in a stage, and the lines and angles of the panels help the story flow from one to the next.

The pages can be placed on a "storyboard" with 8 slots, allowing the viewer to choose the images and the order. Below each of those is a smaller slot to allow a line of text to caption the image. There are dozens of lines of text to choose from, all of them generic phrases that have been used in graphic novels, comics, and the type. Lines like "You're on your own, kid," and "Ka-POW!" illustrate some of the action that could be occurring in the page layouts.

It's a celebration of the storytelling masters who use the graphic novel as their medium, requiring skills in both art and word. It is a form I highly respect, and I hope it continues progressing in people's minds as a valid and highly regarded form of communication.

























