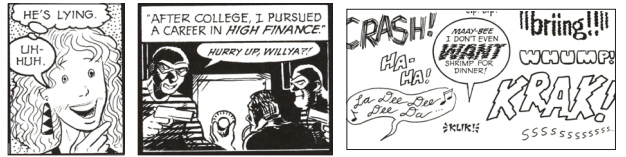


# Graphic novel assignment checklist

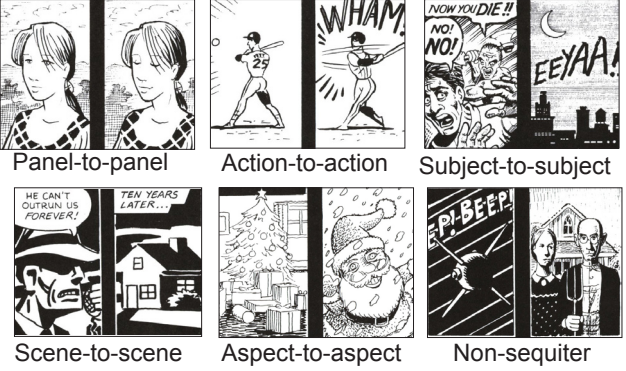
Longform story (full story, written in paragraphs)

Story rewritten in graphic novel format

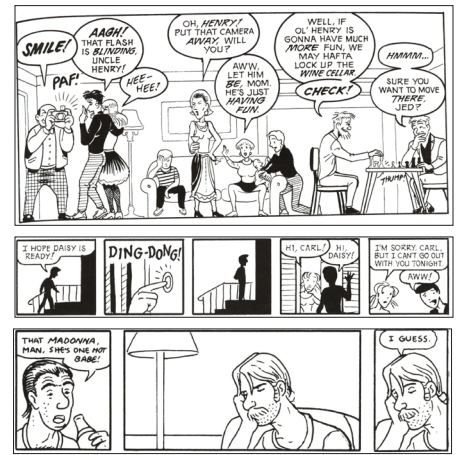
Dialogue   
 Word bubble and/or narration  
 Thought, in thought bubble



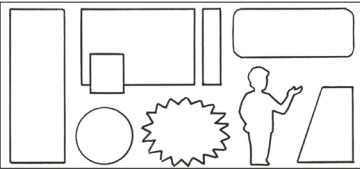
Two different types of transitions    
 Panel-to-panel  
 Action-to-action  
 Subject-to-subject  
 Scene-to-scene  
 Aspect-to-aspect  
 Non-sequiter



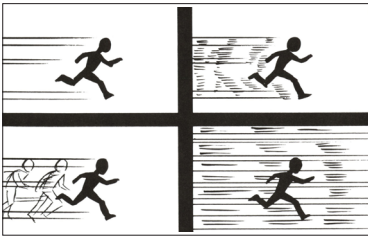
Passage of time, shown through panel length



Different shapes of panels, when appropriate



Visual representation of motion



A visual metaphor (a symbol)

