

Practitioner's Statement

Night Shadows: The Graphic Novel

Emily Hallett

My design brief required me to design three pieces of art. One was the cover for my novel *Night Shadows*. The second was to create the cover, back and spine for the graphic novel version of *Night Shadows*. Lastly I created two A4 pages of a preview for the inside of the *Night Shadows* graphic novel. I wanted my designs to represent the genre and storyline of my book, which was a paranormal vampire theme. I also wanted to feature my lead female protagonist on the novel cover, and the three main characters on the graphic novel cover.

The character concepts were something I found easy to do, as I already knew the appearance of my own characters, so to draw them out was not difficult. The piece of artwork I found the most difficult was the two pages of the inside of the graphic novel. I found the colouring to be deceptively difficult; the colours were not matching the ideas in my head. Although I researched many graphic novel artists, Becky Cloonan is one that influenced my work. I really like her expressive, colourful, yet simple style of drawing, and I attempted to incorporate her methods into my art such as the bright colours and the bold, minimal outlines of my characters.

I am happy with my design of the graphic novel front and back cover. My favourite part about this jacket cover is the back cover, where I placed the blurb and the line art of my original character concepts. On the front cover, I like the dynamic pose of the girl and the character style. One thing I would have done had I more time would be to draw a more detailed background on the front cover, instead of a simple textured gradient. However, the use of this dark background resulted in the characters standing out, drawing the eyes to focus on them rather than the less important elements.

I began painting digitally on a graphics tablet at the beginning of this year, so naturally my artwork has not yet matured to the level I desire. Unlike the cartoon style of the graphic novel, for the non-graphic-novel cover I attempted realism to make it represent a model in a photograph, and I am satisfied with the result because the girl looks like my character and displays what I had in mind.

As part of the final practical, I placed all three of my products (the novel cover, graphic novel jacket, and two-page graphic novel preview) onto an A1 poster. For this poster, I used a dark grey gradient to represent the horror genre of *Night Shadows*. I also placed 'blood' splatters dripping from the top, which mimics the splatter in the novel cover, because I wanted it to be clear that it was a paranormal themed book. I believe that my final practical presentation meets the specifications of my design brief, and I am satisfied with the results of all three of my pieces.