Practitioner's Statement

Void
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My task was to create comic book art work supporting the release of the video game developed in my first practical task. The video game is a new release and not part of a series, meaning the comic book had to be effective in attracting potential customers and making the game known to the audience. This product is aimed towards the Role-Playing Game audience, as this is the genre of the game it is based on. The short comic will be the perfect addition, since RPG's are all about storytelling and getting players invested into the fictional world, which is a comic's strong point.

I have always loved the way graphic novels and comics tell a story through the artwork. While most offer dialogue, you can often understand the characters/emotions and story through body language, colour, or art style. My fascination of graphic novels has inspired me to create my own, to expand on the story of the video game and help advertise it. After reading recent digital comics that were made to support video games like Overwatch and its numerous short web-comics, I knew this would fit perfectly. This graphic novel will also be put online as a web comic, as this saves costs for both the company (printing) and the audience (purchasing copies). It also allows for a much larger audience to view the book, as it can be read for free, anywhere.

I had various influences on my decision making throughout the design. From Japanese manga to American graphic novels, many titles I have previously read by practitioners such as Kentaro Miura, Akira Toriyama, Robert Kirkman, Paul Pelletier, and Jae Lee inspired me, giving me a clear idea of the theme and style I was planning to create. Berserk by Kentaro Miura features huge monsters and ghoulish creatures with intense detail, which helped me design monsters for the comic book. The black and white style of manga is what influenced my decision of inversing black and white colour to capture the dark "upside down" type world of the Void. The colour highlights of Rafael Coutinhos' Teen Kiss inspired me to highlight certain objects of the comic with colour.

While creating the comic, I have learnt and discovered new techniques such as Photoshop filters and how they interact with different types of physical media (paint, pencil, etc.) Through research and writing myself, I have discovered effective type placement techniques and typefaces to portray moods/themes. For example, I incorporated a bold wavering typeface on the word "rumble", which was incorporated into an illustration of the Void. This was inspired by Robert Kirkman and Akira Toriyama's typography used to recreate sound. I have also learnt how to effectively layout panels and artwork to draw a reader's attention to key points in the page, and allow their eyes to flow from one panel to another. Most pages are simple and washed out, and use colour to bring out key points in the page.

The comic book has met the design brief as it utilises the best techniques of both Eastern and Western comic techniques to effectively appeal to a global audience. It tells the story it needs to tell, without revealing too much information on the game itself. The knowledge and key ideas I have compiled throughout my time designing this product will greatly help make my future designs more successful.