

Amara Tariq

GIMM 250

Final Rhetorical Analysis

The project for this course was to create an interactive comic based on a topic, which connected to the book *Biocentrism* by Robert Lanza. My group's topic was "The problem with a random universe, or is it designed." Our group ended up spending a good amount of time discussing the different ways we interpreted the topic and how we would want to present the ideas to an audience. The biggest factor that would determine how we approached the comic was figuring out if we wanted to leave the answer open ended for the audience to find their own answer, or guide them to an answer. At the end, we did decide that it would be best to leave it open ended and simply just present all the concepts that the audience could then use to make a decision.

Through this process, we were able to filter out which ideas in *Biocentrism* were the most important and relevant to our topic. These then became our sections for the comic, one section for each team member. As a group, we vaguely outlined what each section would cover, but ultimately it was up to the section's artist to really solidify what each panel would contain to represent the topic.

I was section 3, which covers the arguments for a non-random universe. I was to show examples that, at first, may seem random, but are in fact not. There were two major examples that were pulled from *Biocentrism*, the first being a million monkeys on typewriters and the second is the human eye. The first idea is that if we were to put a million monkeys on typewriters, the odds of them writing something is so unlikely it is almost idiotic to assume that it could happen. Now relating that back to the idea of the universe being created via the Big

Bang, the odds start to look a bit different. Same with the idea of the evolution of the human eye. Why would a creature evolve the intermediate steps of an eye if it wasn't useful to them? And why haven't we seen those intermediate steps? These topics are what I covered in section 3.

When moving from the outlined ideas to drawing, the first thing we, as a group, had to decide on was a style. We decided to keep a narrator, as it made it easier to have the comic almost speak directly to the audience. Style wise, we looked at other animations as examples and decided to follow a more simplistic drawing style. Main references were TheOdd1sOut, Vanoss, Rick and Morty, and Codename: Kids Next Door. Choosing a simplistic style allowed us to merge together our drawings into a cohesive comic a lot easier.

For my own section, my thought process was aligned with the idea "amplification through simplification." My section was already very detail heavy, and I didn't want the drawings to have so much the audience felt overwhelmed. Due to this, I kept my section very simple, both with the drawing style and with colour choices with elements such as the background colours. I did choose to exaggerate specific questions, as they were the questions helping guide the audience to ponder further as to whether the universe is truly random. I also used individual panels to show the idea of time and space not existing, having the same scene but only the narrator move through them.

For our animation portion of the comic, a transition animation was chosen that would connect each section together, while also at the end wrapping up and giving a final example of our topic. For this animation, we decided to use a galton board. Following a ball down the board was a good transition between all our sections, and at the end we would show the entire board with all the balls falling into place. This was done to represent the idea that anything can be "random," but even they are sometimes not as "random" as we think. The galton board is a

perfect example, as the balls all have a 50/50 chance to go left or right at each peg, but at the end there is still a specific curve that the balls will always fall into place in.

I believe everyone did a good job of doing their portion of the work. I think everyone in my group should get 5's. Zeke and Brendon did a lot for us in terms of setting up and designing how the final comic would look and function on animation. Brandon did a good job with coding the galton board's site that the comic redirects to. Kalyn did miss a lot of meetings, but we were all aware she had a lot going on in her personal life, and even though she missed meetings, she still finished her animations and panels on time.