

Aila Batista

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GIMM 250

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Interactive Comic Rhetorical Analysis

For this project I worked with Lauryn, Colin, and Maya in order to explore the theme, *The Emptiness of an Atom*. It was very challenging figuring out how we should explore this topic. My role within the group was as one of the two team leads and I focused heavily on the story and art.

We decided on a story following a man with cancer who goes through an experimental procedure to access his body on a molecular level to destroy the cancerous atoms. He goes too far, going smaller, and realizes there is no way out. We decided to convey the emptiness of an atom through coordinates that grow exponentially larger each time he goes deeper in the mini game.

Aside from concept, I played a large part in the art for our panels. I thought that pixel art would be the most appropriate for our comic panel art, especially because originally when creating our concept everyone was inspired by DOOM 1. We chose this art form also largely because we thought this would make it easier for us to maintain a similar style and also constrained us enough to make our work simple and easy.

I also really wanted to have interactive elements within our comic, because we had planned to have most of our other storytelling interactivity within the mini games since we were confined to 16-24 panels. I decided to have panels that were animated and some specifically continued based on player choice. For example, in the introduction panels I made an animation

of a text being sent with the idea that the player/reader would press the send button in order to trigger this. Another gave you a choice after reading one of the panels that would show you a different version of the next panel based on whichever option they chose.



There was also a really important aspect of our panels to the gameplay and overall representation of our concept to portraying this feeling of going deeper and stressing “the emptiness of an atom”. In our comic it was really important that at pivotal panels in which the main character does go deeper the player will instead press the “w” key to move forward going into the panel. This was a key part in conveying the depth of our concept, especially at the end when he is stuck in that emptiness of an atom and the panel appears to zoom out until you can no longer see him or the panels and just space.

I rate Lauryn 5 because she did a large portion of the project by creating the maps for our mini game and creating the art for said maps. She did an incredible job and also created really good art for her panels and also doing some of the programming for our project

I rate Colin 5 because he did a majority of the programming and really pulled through putting everything together along with Lauryn's maps. He also did a little sound design.

I rate Maya 4 because she did not have as much work as the rest of us since everyone else had either programming or art handled, but the tasks she was given she worked very well. She did a really good job on her panels which I think was the hardest part of our project concept to convey. She also did some miscellaneous work that everyone else was too busy to do.