

By Caleb Groeneveld 419340631

# CASS' ANDRA

the free spirit

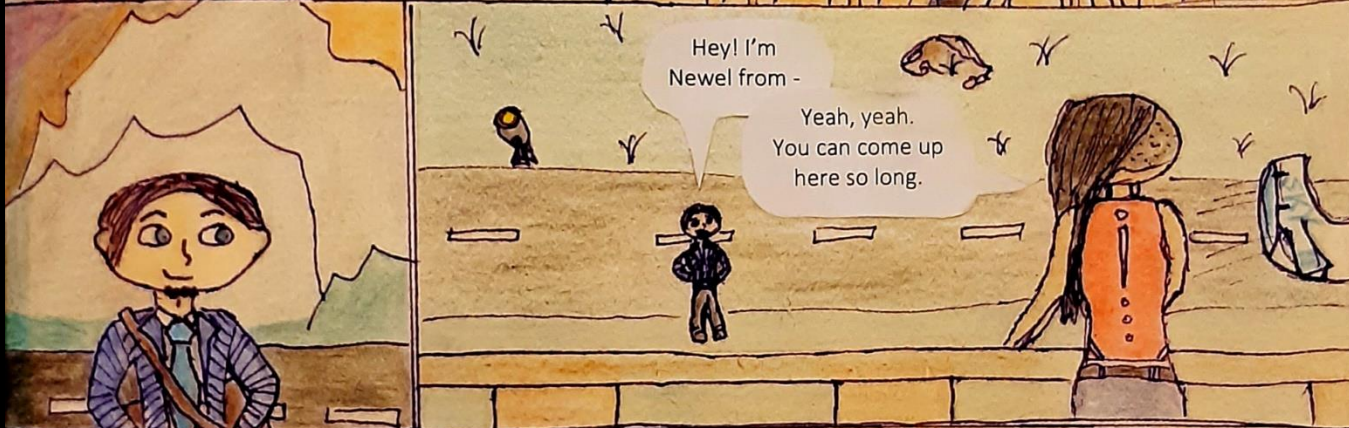
VO  
comic  
group

\$6  
1st  
edition





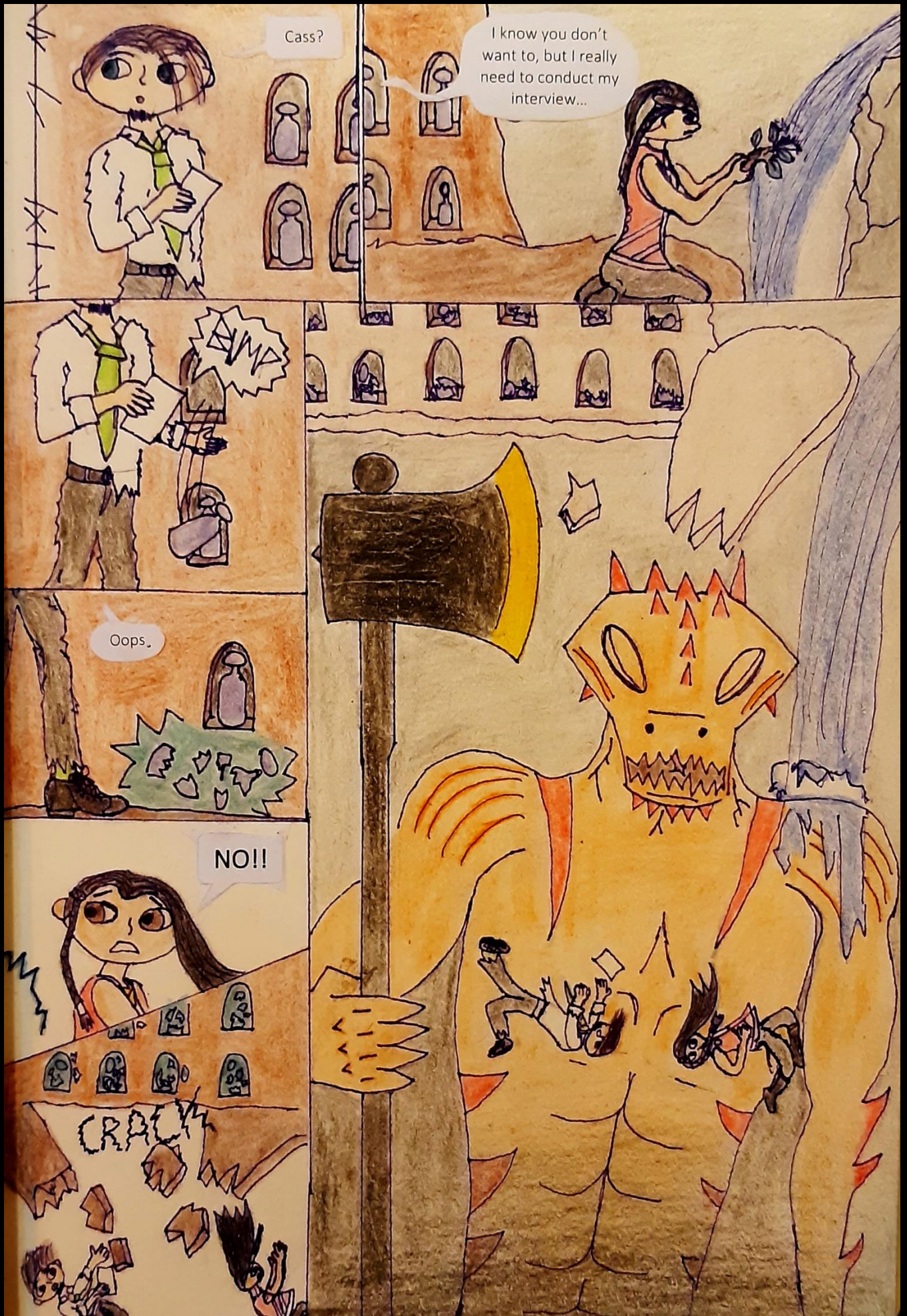
# CHAPTER 1





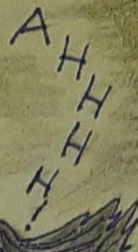








# CHAPTER 2



KER-SPLASH!

What the heck?

You clumsy idiot.

Me?  
I don't even know what's going on!

What are you doing?



bob bob

You woke Serator up.



What's this?



GASP

While you ask questions...

I'm getting us OUT!



WOOOSH!



WOOOOOO!



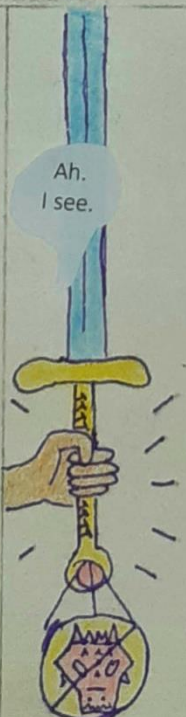
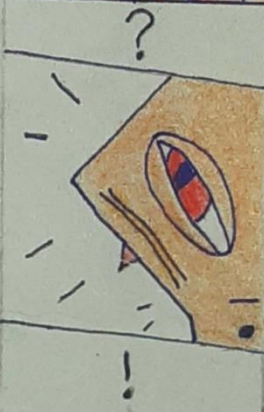
WHAT  
THE  
HECK?

Oh hush.  
I've beaten  
bigger.



Ah!  
Wait!

Stay  
here.







LATER...

That.. was...  
AWESOME! I'm  
going to write such  
a good piece  
about this!

I'm  
glad.

Listen...  
I'm sorry I  
was mean earlier.  
You're not that bad.  
You're kinda  
cute too...

Heh..  
Thank you.  
And I understand  
you were guarded  
about this village's  
magic. I get it.

I actually  
wanna show you  
the magic auroras we  
get here... but we  
have to climb that  
mountain.

AGAIN??

THE  
END

## REFLECTION

A plane flies towards the serene magical village of Faradell. A smartly dressed reporter called Newell climbs out. He has always wanted to see Faradell and he is excited to write his piece. He is greeted by the main character, Cass'andra, who is not excited to have an outsider learning and sharing the well-kept secrets of her peaceful village. As Newell admires the beauty of the island, Cass just wants to be rid of him as soon as she can and sends Newell to the guest hut with barely any welcome nor introduction.

In the first panel, the plain mountains contrast with the busy village and emphasise it. The plane creates a viewing path directly to the village, as does the sun and the landing strip. The chapter heading is the entry point. The plane and the village create scale confusion. In the second panel, the plain plane emphasises Newell's pinstriped jacket and fancy shoes - he is dressed smartly. Happy Newell contrasts with the moody Cass. She has been waiting but is not happy to see him. The viewing path in the third frame goes back to the second frame to create tension. The shoes also point to the second frame, trapping one's eye. (Continuation) The fourth frame has a viewing path to the fifth frame, rushing the viewer and creating the feeling that Cass ruins Newell's mood. Cass is also prominent in the fifth frame. The last frame creates a weird feeling, because it gives the feeling of these two characters riding off into the sunset when there is very real tension between them. It is ironic and potential foreshadowing of these two falling in love, despite their differences. The distance between them shows that things are not necessarily all good. They are closer than Cass would like, and her fists are clenched.

As the story continues, they accidentally wake an ancient monster. Together, they defeat it and a friendship begins.

I spent a lot of time on colour and pacing, using complimentary colours and scene to scene action. I try to guide the reader's eye through the comic by using viewing paths that highlight the action scenes and slow down in the talking scenes.

I had a lot of fun making this comic book and slowly developing my characters. If I had the chance to do it again, I think I would try doing it in a digital format.



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I (full names) \_\_\_\_\_ Caleb Groeneveld \_\_\_\_\_

Student number \_\_\_\_\_ u19340631 \_\_\_\_\_

Subject and project number \_\_\_\_\_ VIO 102, Final Comic Book Submission \_\_\_\_\_

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1. I understand what plagiarism entails and am aware of the University's policy in this regard.

2. I declare that this \_\_\_\_\_ comic \_\_\_\_\_ [description of project] is my own, original work. Where someone else's work was used (from any source), referenced and/or appropriated, acknowledgement is provided below:

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3. I did not make use of another student's previous work and submitted it as my own.

4. I did not allow and will not allow anyone to copy my work with the intention of presenting it as his or her own work.

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Date: \_\_\_\_\_ 23/11/2020 \_\_\_\_\_