

ANNEXURE B – Declaration of originality

DECLARATION OF ORIGINALITY

UNIVERSITY OF PRETORIA

The Department of Humanities places great emphasis upon integrity and ethical conduct in the preparation of all written work submitted for academic evaluation.

Academics teach you about referencing techniques and how to avoid plagiarism; it is your responsibility to act on this knowledge. If you are at any stage uncertain as to what is required, you should speak to your lecturer before any written work is submitted.

You are guilty of plagiarism if you copy something from another author's work (e.g. a book, an article or a website) without acknowledging the source and pass it off as your own. In effect you are stealing something that belongs to someone else. This is not only the case when you copy work word-for-word (verbatim) but also when you submit someone else's work in a slightly altered form (paraphrase) or use a line of argument without acknowledging it.

Students who commit plagiarism will not be given any credit for plagiarised work. The matter may also be referred to the Disciplinary Committee (Students) for a ruling. Plagiarism is regarded as a serious contravention of the University's rules and can lead to expulsion from the University.

The declaration which follows must accompany all written work submitted while you are a student of the Department of Humanities No written work will be accepted unless the declaration has been completed and submitted.

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Student number: u19024895

Topic of work: VIO 102 Practical Exam Hand-in Comic

Declaration

1. I understand what plagiarism is and am aware of the University's policy in this regard.
2. I declare that this project (e.g. essay, report, project, assignment, dissertation, thesis, etc) is my own original work. Where other people's work has been used (either from a printed source, Internet or any other source), this has been properly acknowledged and referenced in accordance with departmental requirements.



SIGNATURE

11 November 2019

DATE

Reflection

From what I have learnt throughout the year, VIO 102 is all about visual design aspects in art that make content more appealing. Most of what I've learnt in Theme 1 involved making designs from reference and creating a character through experimenting with shape and colour in its base form, before having to add stylised elements from Theme 2. Despite already having my own art style, I had to closely study from other styles to identify basic design elements such as line and composition to allow myself to find myself a new suitable style to work with and understand. My character has a split complimentary colour scheme to him closer to green. The colour scheme for the rest of the comic was made to have soft chromatic colours with mostly a low contrast for the calm natural feeling, except for the dramatic scenes (where the red villain appears, with her colour being the most intense hue). Theme 3 helped with typography for sound effects, labels and speech bubbles, while Theme 4 was more focused on background scenery and storytelling mechanics, such as manipulation of panels and controlling timing of certain scenes.

The basic idea of the story is an anthropomorphic nut who is missing his florist, the person who grew him and is left with a strange orb near the cave he lives. He notices a sound of life from afar, and investigating it reveals a little plant girl attacked by a cannibal plant girl. As he goes in to help, he is attacked as well, but has the delusion of his florist help him use the orb, which granted him the power to heal the little girl but at the cost of his own life.

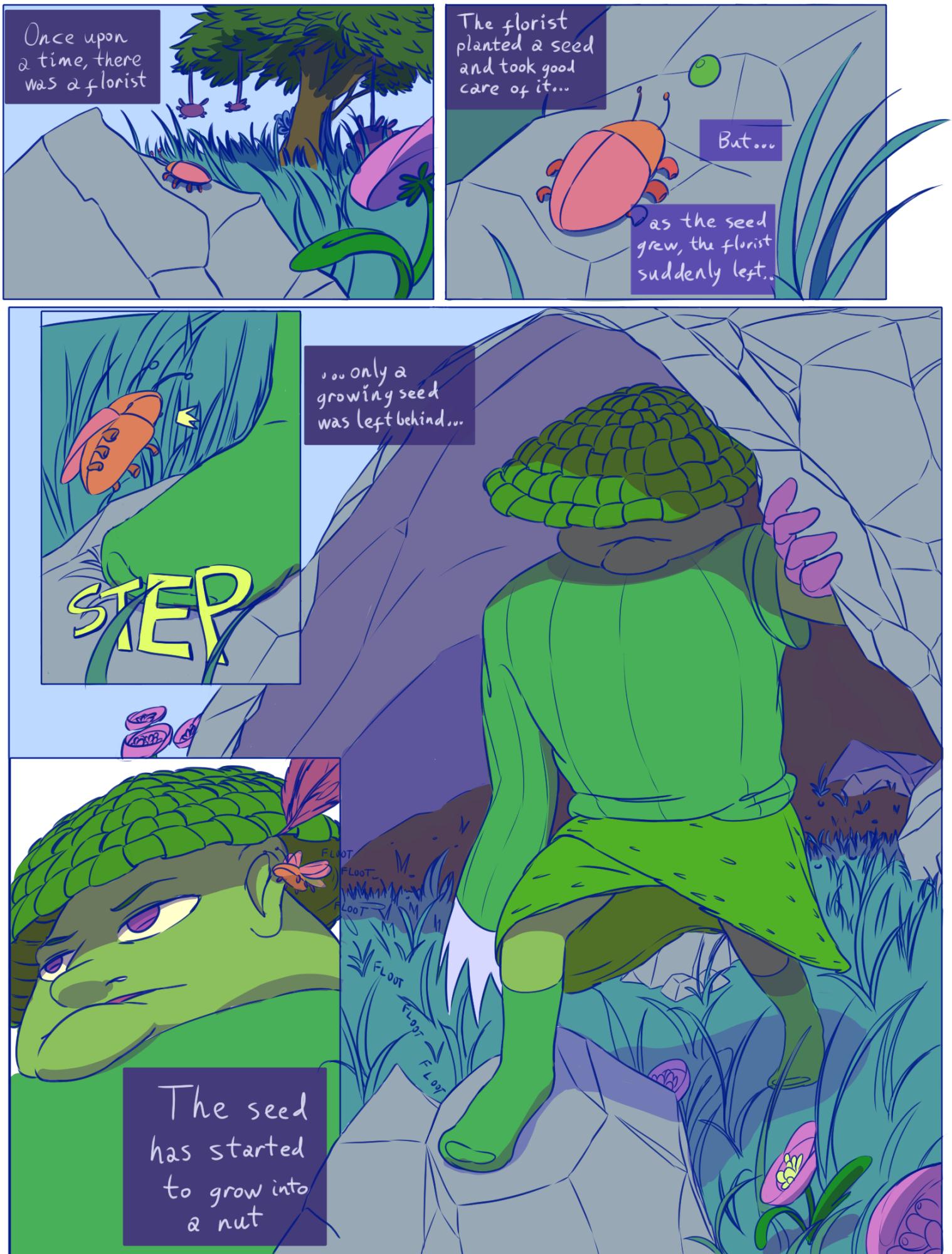
plant my MUSTARD SEED

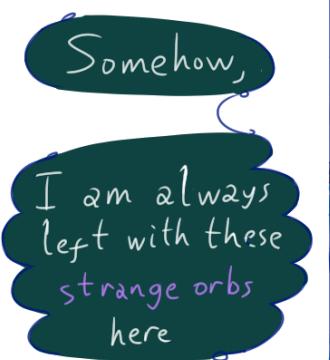
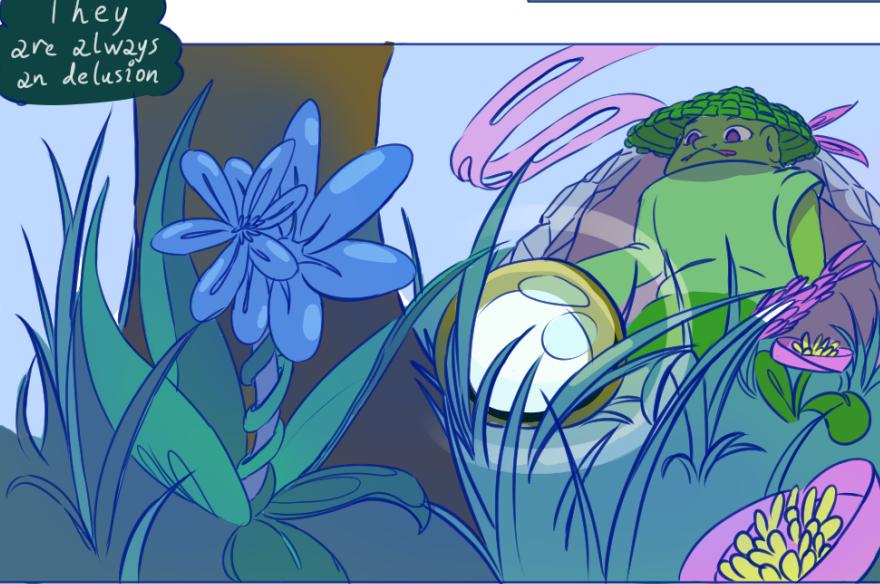
When
the florist
was still
there

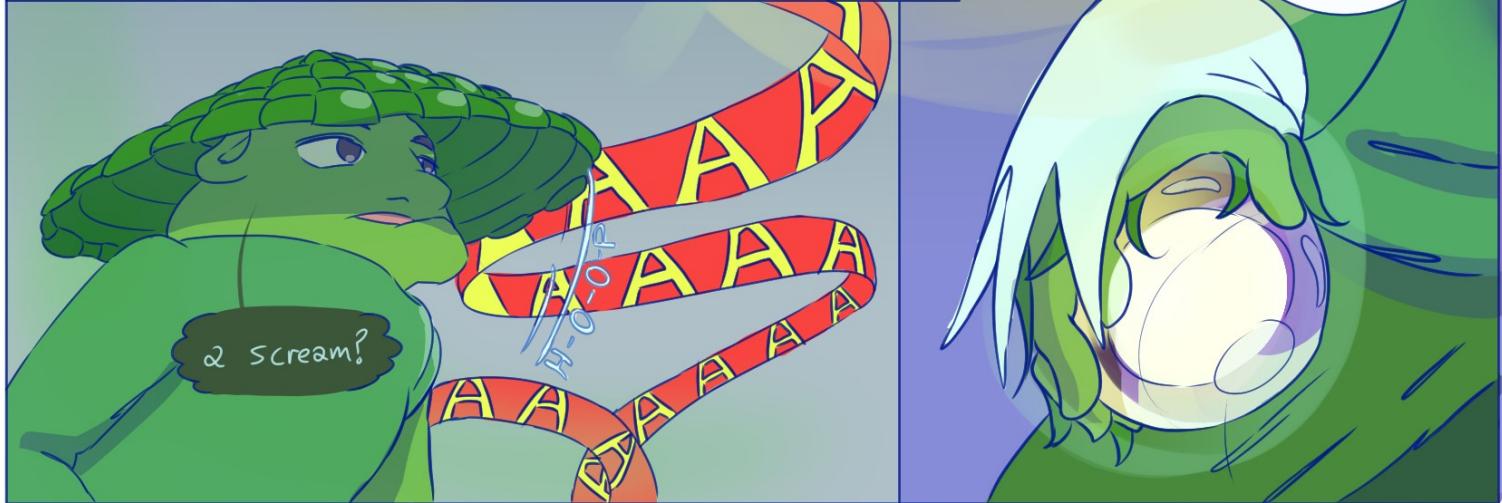
Art and Story by
T. Cassim Chifamba
u19024895



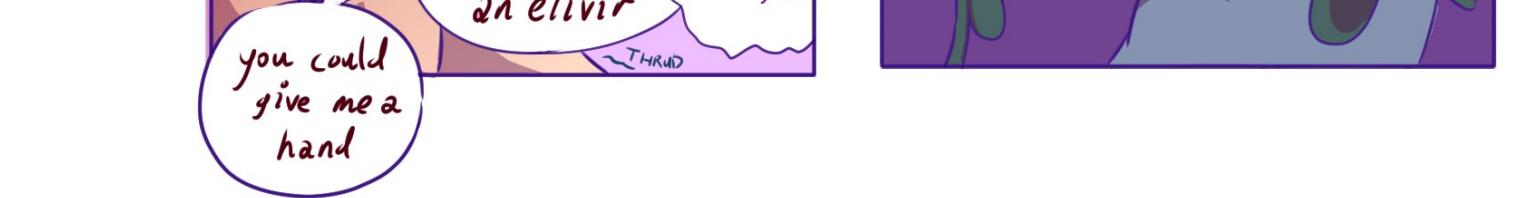
Chapter One







Chapter Two

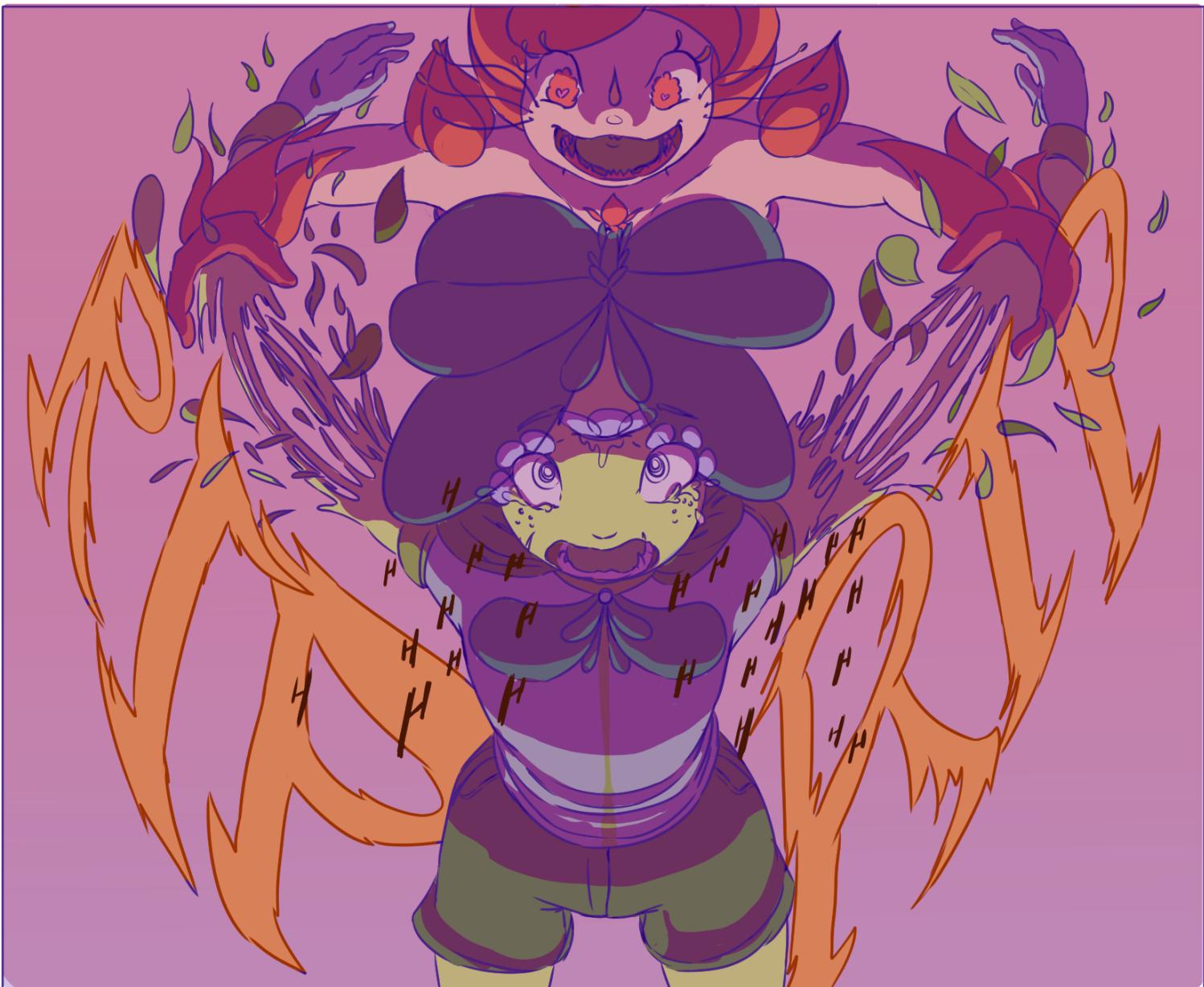


you could give me a hand





A H H H H H





Chapter Three





CRACK

