

READING RESPONSE

Tuesdays,
9am-3pm
Br308

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As I don't really
have office hours. If
you need something
outside of class
please email me,
and I'll get back to
you as soon as I can.
If it is an extreme
circumstance,
please call.

Understanding Comics Chapter 3: Blood in the Gutter

In the context of time and motion, what are we referring to when we use the word "Closure?"

How can we use closure to aid in our design/storytelling?

Are there any simple examples of closure that have real or immediate connection to graphic design? How about to this class in general?

What can we learn from the idea of the "Gutter" / how does the "Space between" frames or panels relate back to our work as designers?

hint: it is related
to mutual experi-
ences, and assump-
tions about what
people will know or
recognize

Do different forms of design (books or posters or an actual motion graphic) contain different kinds of closure?

In what ways might a viewer of a poster perform the same acts of closure as the reader of a comic book described by McCloud? How about the viewer of a motion graphic?

Is it useful to know how a film projector or TV works when making motion design?

What are the various transition types (leaps of closure) McCloud Mentions?

hint: there are 6 of them

Are any of the transition types things you are familiar seeing? If so, how, when, and where do you usually see them in use?

Do you think it is possible for any two images to have a connection made between them?

How might design storytelling differ from the examples of true narrative storytelling from the comics world?

Did you guess the title of the Al Held painting on page 83?

“The Art of Comics is as Subtractive as it is Additive” — does this sound like any other art or vocation?

What kinds of Assumptions must we make about our audiences as designers? Are there other kinds of assumptions, or other kinds of leaps of faith we take when a) operating the real world and b) operating as designers?

Can you make a connection between what is discussed in relation to “comics” and our actions as “designers” ?