GD300.05 FALL 2012 / GRAPHIC DESIGN 3

READING RESPONSE

Tuesdays, 9am–3pm Br308

Tuesdays, Understanding Comics Chapter 4: Time Frames

Kristian Bjørnard

Does "closure" as discussed in Chapter 3 apply to the experience of time as well as a narrative?

kbjornard@mica.edu 410-709-8402

gd3.ookb.co

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. Do frames (or single images) necessarily represent static moments? (said another way: Can a single image, a single frame, have a duration of its own? or at least represent duration ...)

McCloud shows us a frame with many things going on in it, then explains how that one frame through those events represents quite a bit of time. Are there examples of graphic design that do this as well?

what is the easiest way to turn a single panel (or image) from a *instantaneous moment* to something with an actual duration?

For instance, does a poster, with several bits of information carefully placed around the picture plane illicit the same response of temporal change?

Thinking back to Chapter 3's types of panel-to-panel transitions, is the representation of time different depending on which kind of transition you choose?

Can you think of ways that you experience time differently on a day to day basis?

What's the difference between these panels?







Do they come off as different portrayals of time to you?

In comics, the panel acts as something to indicate time and divide space ... can you think of analogous symbols, graphics or objects that work this way in design contexts?

Do you think that the framing of an image, or how ones uses a grid on a page, can effect the temporal aspects of how something is perceived in a design context?

Idea vs. Sensation.

Can you represent more than the ideas of time in a 2d picture plane? Can the sensation of time be visually represented statically?

Do the 4 methods of adding motion to a static picture illustrated over pages 112–114 have a place in design?

Is the difference between a single image representing a single moment and a single image representing multiple moments clear to you? if yes, can you explain it? if no, bring it up in class and we'll talk about it ...