

READING RESPONSE

Tuesdays,
9am-3pm
Br308

Understanding Comics

Chapter 6: Show and Tell

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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.

Can you think of any examples — artistic or otherwise (beyond comics) — that might bridge the word/picture gap?

On page 140 McCloud gives the popular culture belief that “words and pictures together are considered ... a product of crass commercialism.” This is the often area where design lives — does this bother anyone? Do you have a different take on this?

What I'm really asking is:
Is there anything wrong with combining words and pictures?
Why or Why not?

Do you understand the difference between Resemblance, Meaning, and the Picture Plane as illustrated in McCloud's Pyramid charts?
(bring this up in class if you don't)

Do you know what the difference between concrete and abstract communication is?

Give me your take on the Word/Picture divide — should this even be a divide?

What are the types of Word/Image combinations (hint, he lists 7) — any of the seven that seem particularly like “design?”

hint: McCloud lists
7 of them over pgs
153–155

Do you see any similarities between the types of word/image combinations and other things we’ve looked at and discussed from this book?

What if anything from this chapter do you think is most useful for applying to your design work?

Anything that jumped out at you as a surprise, or a “I haven’t thought of it like that before?” moment?