

Every breath you take : Attempting to learn the art of creating graphic novels

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Project Guide

Declaration

I declare that this written document represents my ideas in my own words and where others ideas or words have been included, I have adequately cited and referenced the original sources. I also declare that I have adhered to all principles of academic honesty and integrity and have not misrepresented or fabricated or falsified any idea, data, fact or source in my submission. I understand that any violation of the above will be cause for disciplinary action by the institute and can also evoke penal action from the sources which have thus not been properly cited or from whom proper permission has not been taken when needed.

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Interaction Design

IDC School of Design, IIT Bombay.

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Approval Sheet

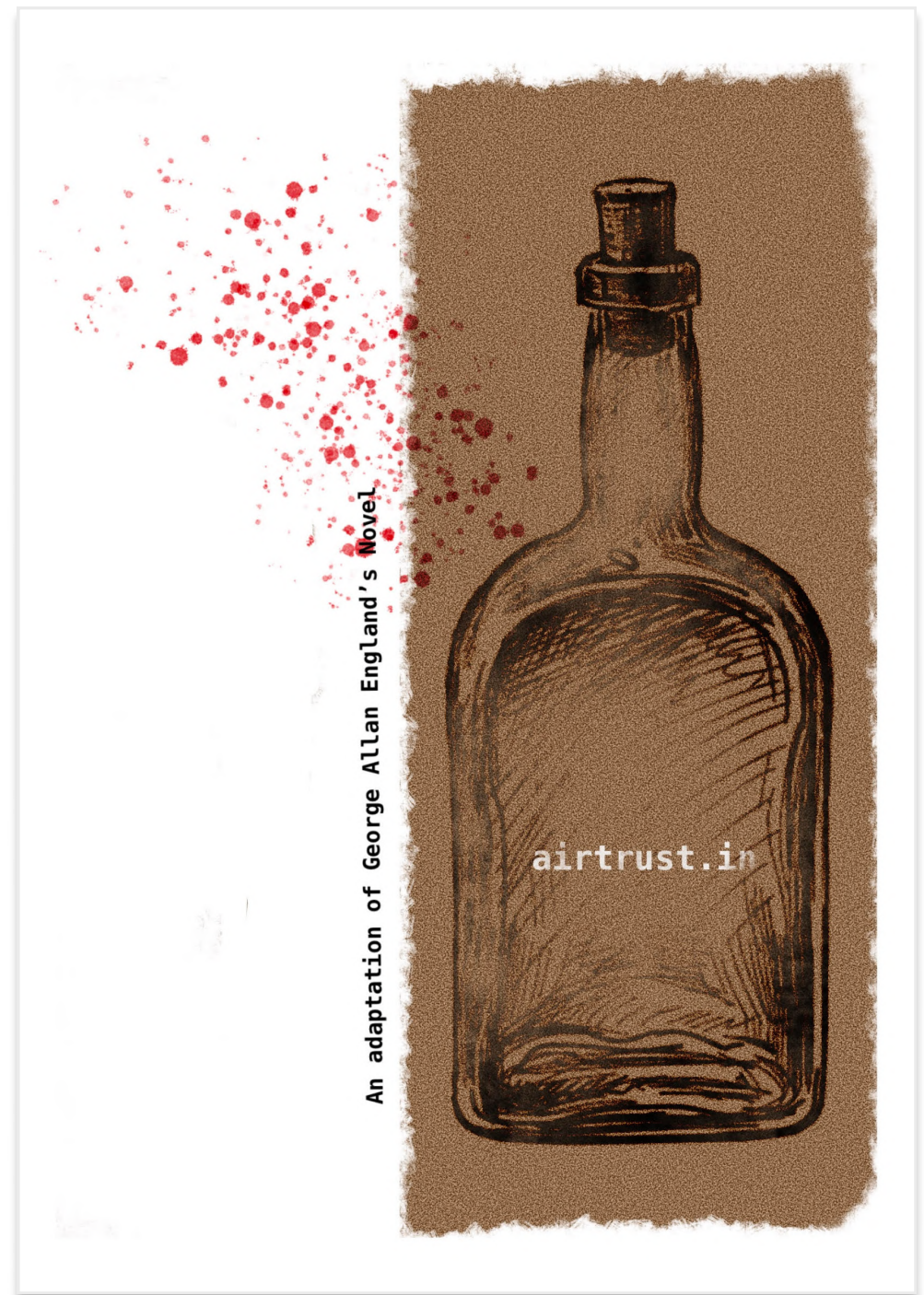
DES Project titled “**Every breath you take : Attempting to learn the art of creating graphic novels**” by Amit Kumar Ram, (roll number 216330005) is approved for partial fulfillment of the requirement for the degree of ‘Masters in Design’ in Interaction Design at IDC School of Design, Indian Institute of Technology, Bombay.



Guide Signature:
Prof. Shilpa Ranade

Work done

- DES Poster can be found in page no. of this report
- I was able to critique two graphic novels - Corridor by Sarnath Banerjee ([link](#)) and Low by Rick Remender ([link](#)). Both of these critiques are on Medium.
- A few images to show the artstyle of the final novel in this [link](#). Although I was able to complete only ~8 pages till now.
- [Link to the Miro Board](#) where you can find all of my explorations.
- Cover pages of the book that I created ([link](#))
- The book "The Air Trust" ([link](#))



DES Poster

Every breath you take

Attempting to learn the art of creating graphic novels

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About the project

This project is a continuation of a short graphic novella that I created as part of my Trends in Interaction Design course.

It depicted a world plagued by the scarcity of breathable air, exacerbated by an unchecked corporate desire for profit. In this world, air is traded like any other commodity, bought and sold in different qualities and quantities. Rich individuals lead vastly different lives from the poor.

I wanted to improve the quality of my novella and therefore, set out with exploring and studying other graphic novels. I experimented with art styles to decide upon one - for the final outcome of my exploration - adapting a few pages from George Allan England's novel, "The Air Trust," which explores similar themes of capitalizing on air scarcity.



Methodology

1. RESEARCH

To ground my adaptation in familiar settings, I researched the narrative styles of popular graphic novels set in India. I also analyzed visual tools utilized in manga and graphic novels to create rhythm and anticipation. The Graphic Narratives course helped me improve my understanding of layout and transitions.

2. CREATION

Creating the artwork for the graphic narrative involved extensive sketching of human figures and cityscapes. I experimented with different visual styles to find one that complemented the story I was telling. To achieve a grungy aesthetic, I chose the rough, noisy texture and color of cheap, old salmon paper.

Exploration Outcome



Spring 2023

Design Exploration Seminar

IDC School of Design
अभिकल्प विद्यालय

Book Reviews

[Link](#)

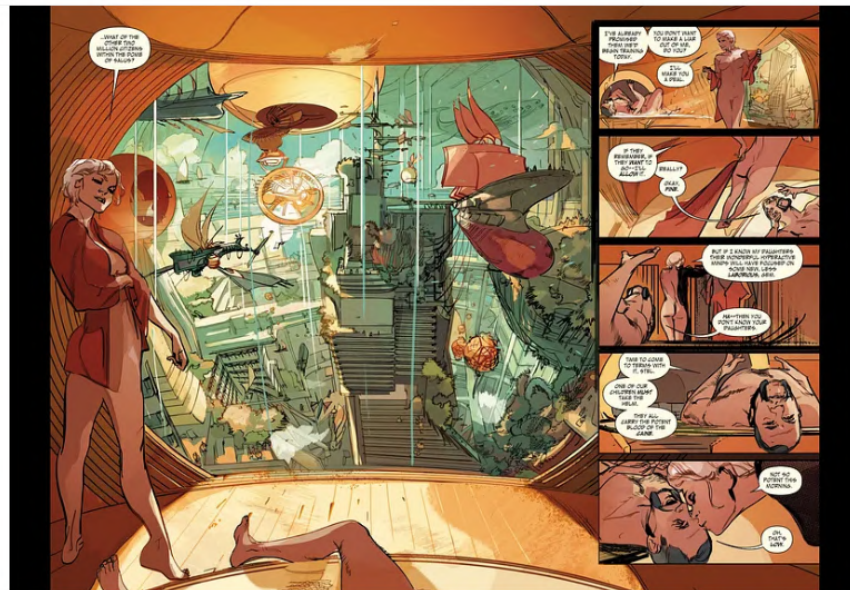


Fig. 1 — A view of the underwater kingdom of Salus

A study of Rick Remender's Low

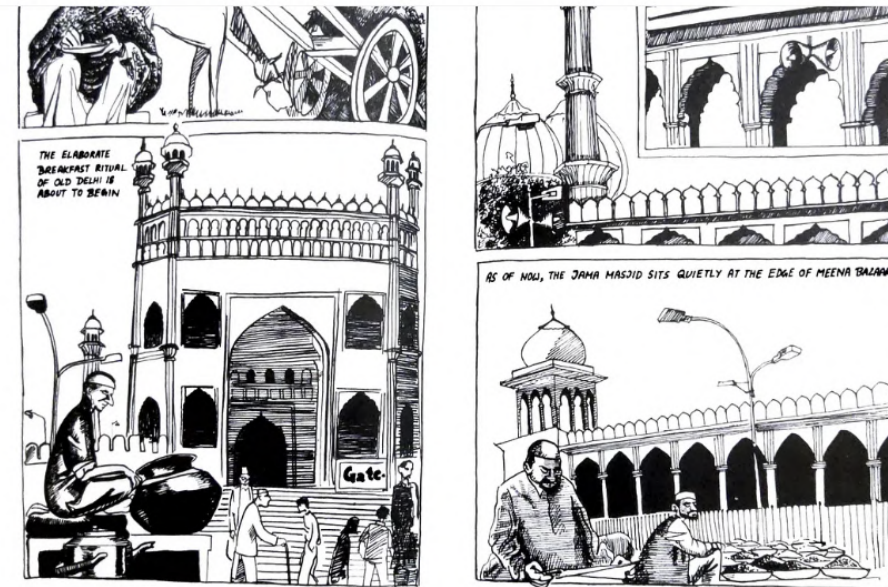


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... and the stunning art of this graphic novel

[Link](#)



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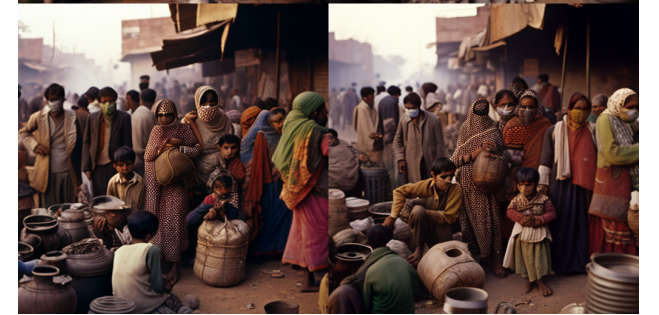
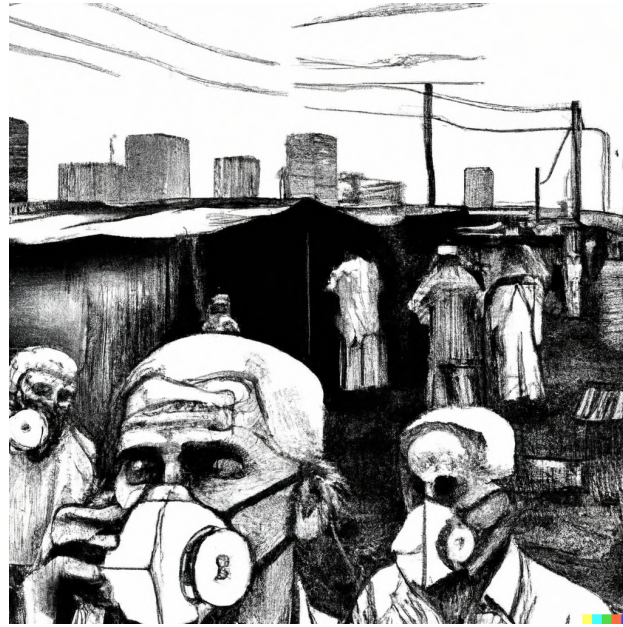
Fig. 1 — Scenes from old Delhi

A study of the graphic novel “Corridor” by Sarnath Banerjee



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Explorations



Explorations

