

Envisioning Your Own Hero's Journey

Ages: 10-18 (Grades 5-12)

Duration: 30-45 minutes

Please note: This activity complements the Story Mapping activity.

Materials needed:

- Paper
- Pencil or pen
- Crayons/markers/colored pencils
- Stapler, paperclip, or something to secure pages together

Introduction:

One way to tell a story is through the use of a comic or a graphic novel. In these formats, the story is broken down into multiple scenes and each scene is represented by a visual depiction, usually a drawing. It is up to the author/illustrator to decide how many individual scenes are included in the comic or graphic novel. Some have many small individual illustrations while others have a few larger, full-page illustrations. The formats of both a comic or graphic novel depend on the visuals to tell much of the plot, with assistance from text bubbles and small descriptions.

Visual stories warm up:

Artworks in different mediums construct narratives beyond what can merely be seen in the work. Flex your narrative-making muscles through observation of some different objects from the HRM's permanent collection. (See the following page.)

- What do you see in these artworks?
- What narrative can you construct about the figures or subject depicted without being given any context?
- What visual cues are you using to justify this narrative?
- What do you think the artist's purpose was in creating this scene / these scenes?



Images (clockwise from top left): Susan Hall (American, b. 1943). *Moving Home*, 1978. Acrylic on paper, mounted on canvas. Gift of Mr. and Mrs. Herbert Schorr, 1983 (83.19.1). Art © Susan Hall/Licensed by VAGA at Artist Rights Society (ARS), New York, NY. Derrick Adams (American, b. 1970). *Orbiting Us #18*, 2018. Mixed media collage on paper. Museum Purchase, 2018 (2019.07). Ornamental Mirror Co., New York. Day and Night, 1871. Photogravure, mirror, ebonized wood. Gift of Jan and Warren Adelson, 2001 (2001.01.01, .02). Jordan Matter (American, b. 1966). *Vista*, 2011. Digital photograph on aluminum. Gift of the artist, 2016 (2016.06).

Activity brainstorm:

Compare the format of the hero's journey to your own life. Think about some challenges that you have overcome that have resulted in personal growth. These can be simple, such as acing a test in a difficult class, or more complicated and specific to your own experience. Most likely, you can think of multiple occasions when you overcame a challenge that resulted in personal growth. How did this challenge present itself to you? What emotions did you experience before, during, and after going through the event or challenge? How did you change as a result? Remember, change can be external or internal. Choose one personal event or challenge to highlight for this activity.

After plotting out the structure of your personal hero's journey, begin to think about how to visualize the story. What is the setting of your story? Does your tale take place in a real or fictional setting? What do your characters look like? If it is helpful, make a few sketches of your characters and the setting.

Procedure:

- 1. Plot out how many illustrations you are going to make to tell your story. You can do this by either drawing a box on your paper for each scene and including a small description, or by plotting each scene on a separate piece of paper.
- 2. Start to fill in your scenes. Think about the ways you want to depict the setting, your character(s), and the action that is occuring. How are you going to depict movement in the scene? How will you show sound? How will you differentiate between something a character is saying versus what they are thinking?
- 3. After you have filled in your scenes, make a title page. Secure all the pages together with a stapler, paperclip, or another method.
- 4. Since the hero's journey is cyclical, you can continue to add to your comic or graphic novel. Each new personal adventure, accomplishment, or challenge can be another section, chapter, or a sequel.

Share your work:

Take a photo of your picture and post it to Instagram using the hashtags #MuseumFromHome and #SkyLegends, and tag @HudsonRiverMuseum.

Graphic Novel Template 1

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