

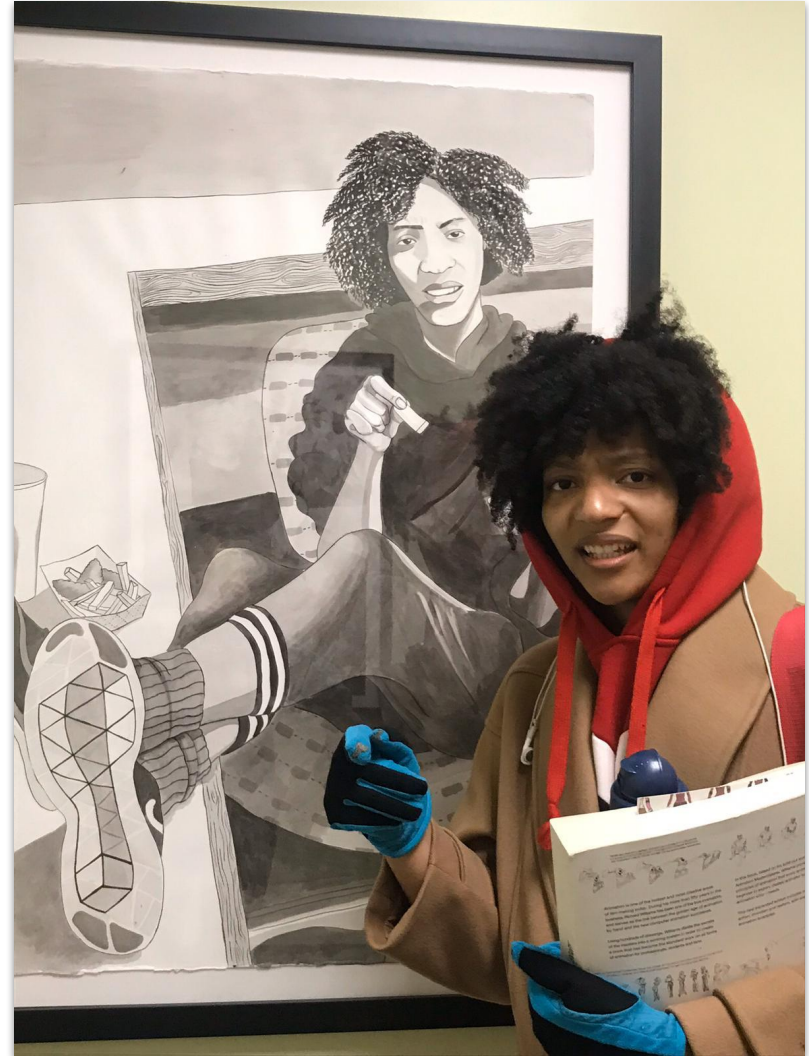
# Senior Processes: “Clever Title Here”

By Adena Adams



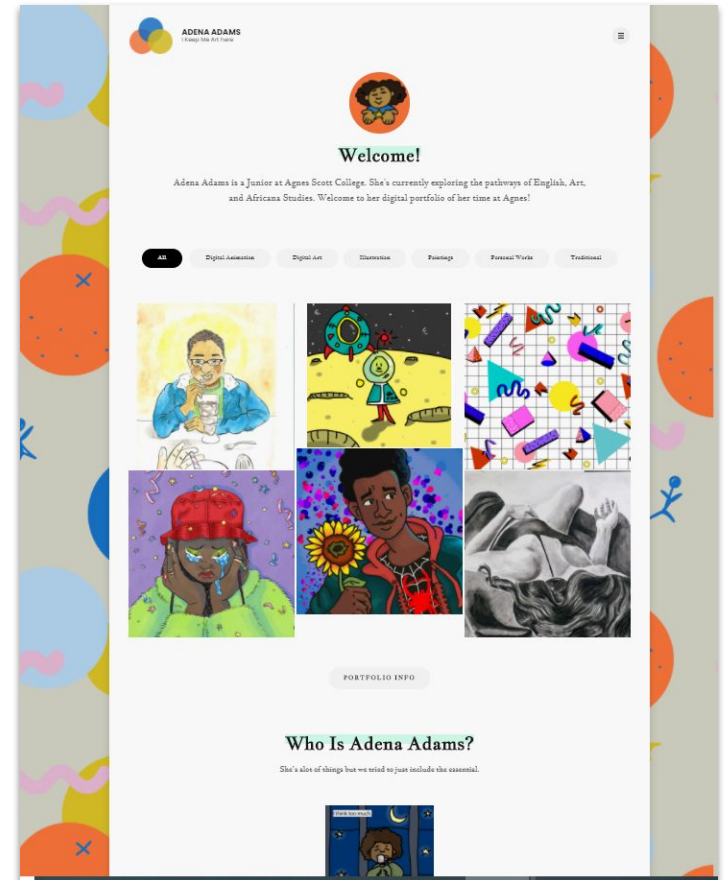
# Personal Art Journey

- My art journey has been a tumultuous one
- I switched from English to Art major many times
- I like to think my search for major reflects my (never-ending) quest for identity and self-confidence
- We'll probably touch on this again, so yeah



# Art Journey

- My art journey is directly tied to my role as a CDVL tutor and my Digital Portfolio
  - I've spruced it up since then -->
- **My portfolio has allowed me to track, organize and display my work:**
  - <http://amadams.agnesscott.org/art-240/art-agnes-a-gallery-timeline/>



# Art Inspirations



- Alison Bechdel is an American cartoonist.
- Originally best known for the long-running comic strip *Dykes to Watch Out For*, she came to critical and commercial success in 2006 with her graphic memoir *Fun Home*







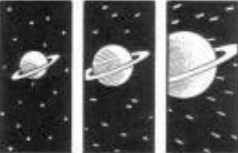













# Art Inspirations

- **Scott McCloud** is an American cartoonist and comics theorist.
- He is best known for his non-fiction books about comics: ***Understanding Comics***, ***Reinventing Comics***, and ***Making Comics***, all of which also use the medium of comics.

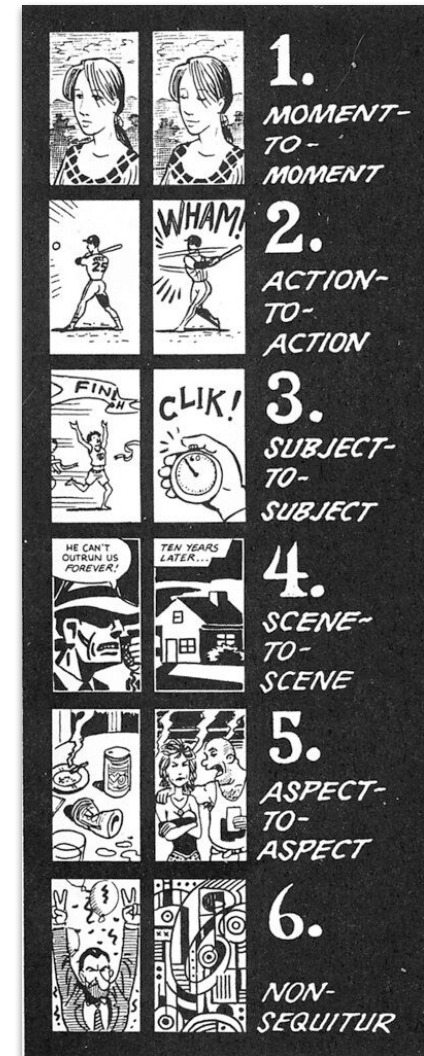


# Processes Plan

<p>MOST PANEL-TO-PANEL TRANSITIONS IN COMICS CAN BE PLACED IN ONE OF SEVERAL DISTINCT CATEGORIES. THE FIRST CATEGORY—WHICH WE'LL CALL <b>MOMENT-TO-MOMENT</b>—REQUIRES VERY LITTLE CLOSURE.</p> <p>1.</p>	<p>NEXT ARE THOSE TRANSITIONS FEATURING A SINGLE <b>SUBJECT</b> IN DISTINCT <b>ACTION-TO-ACTION</b> PROGRESSIONS.</p> <p>2.</p>	<p>THE NEXT TYPE TAKES US FROM <b>SUBJECT-TO-SUBJECT</b> WHILE STAYING WITHIN A SCENE OR IDEA. NOTE THE DEGREE OF <b>READER INVOLVEMENT</b> NECESSARY TO RENDER THESE TRANSITIONS <b>MEANINGFUL</b>.</p> <p>3.</p>	<p><b>DEDUCTIVE REASONING</b> IS OFTEN REQUIRED IN READING COMICS SUCH AS IN THESE <b>SCENE-TO-SCENE</b> TRANSITIONS, WHICH TRANSPORT US ACROSS <b>SIGNIFICANT DISTANCES OF TIME AND SPACE</b>.</p> <p>4.</p>	<p>A <b>FIFTH</b> TYPE OF TRANSITION, WHICH WE'LL CALL <b>ASPECT-TO-ASPECT</b>, <b>BYPASSES TIME</b> FOR THE MOST PART AND GETS A <b>WANDERING EYE</b> ON DIFFERENT <b>ASPECTS</b> OF A PLACE, IDEA, OR MOOD.</p> <p>5.</p>	<p>AND FINALLY, THERE'S THE <b>NON-SEQUITUR</b>, WHICH OFFERS NO LOGICAL RELATIONSHIP BETWEEN PANELS <b>WHATSOEVER!</b></p> <p>6.</p>
					
					
					

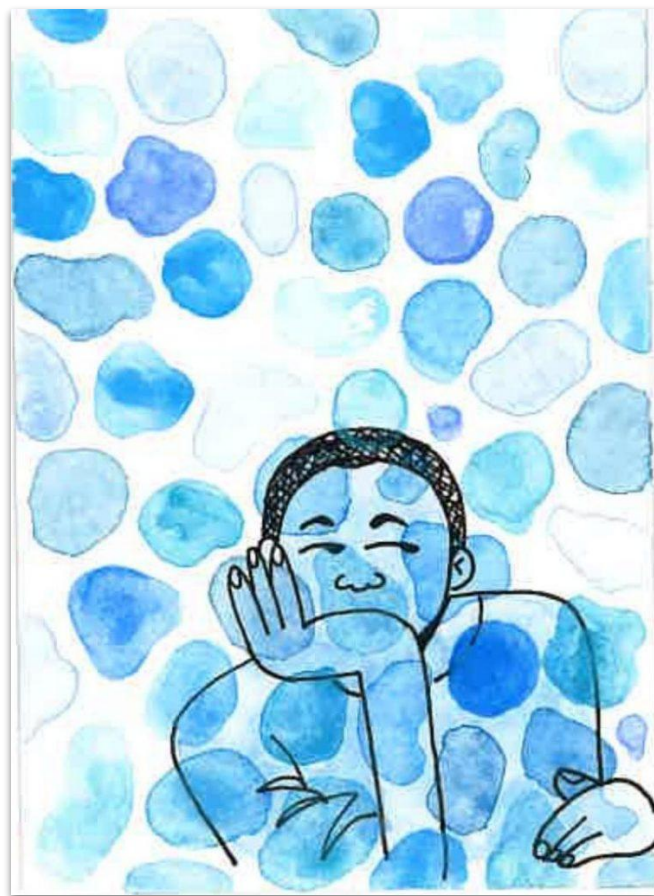
# Process Plan cont.

- In an effort to keep things manageable for the time we have left, here is my proposal:
  - A reconciliation of gallery style art and comics:
    - 3 panels for 3 different types of panel transitions
    - 4 panels for 2 types
    - Or some variation of that



# Plans for Next Semester

- I plan to take 3 courses in support of the my interests
  - Independent Study in English
  - Advanced Studio pt 2
  - Art 344 - Digital Process





# Thanks for, uh, listening!



Also feel free to check out my portfolio: [amadams.agnesscott.org](http://amadams.agnesscott.org)

# Sources

- Scott McCloud, *Understanding Comics: The Invisible Art*
- <https://www.todaytix.com/x/nyc/shows/18923-alison-bechdel>
- <https://www.comicsbeat.com/alison-bechdel-on-the-bechdel-test-and-swe-dish-cinema/>