

Written Report

Group 5-03

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Content Page

Introduction	3
Objective	
Main Idea	3
Ideation	4
Research	5
Our survey	5
Artists References	6
Sow ay	6
2. Neil Gibson	6
3. Frank Miller	7
Process documentation	8
Initial Plots	8
Modelling pictures for different shots in comics:	8
First Drafts	10
Draft comic (for plot 1)	11
Draft comic (for Plot 2)	12
Final Products	13
First comic	13
Second Comic	16
Reflections	20
Strengths	20
Areas for improvement (AFIs)	20
Overcoming challenges	20
Conclusion	21
Citations	22

Introduction

Objective

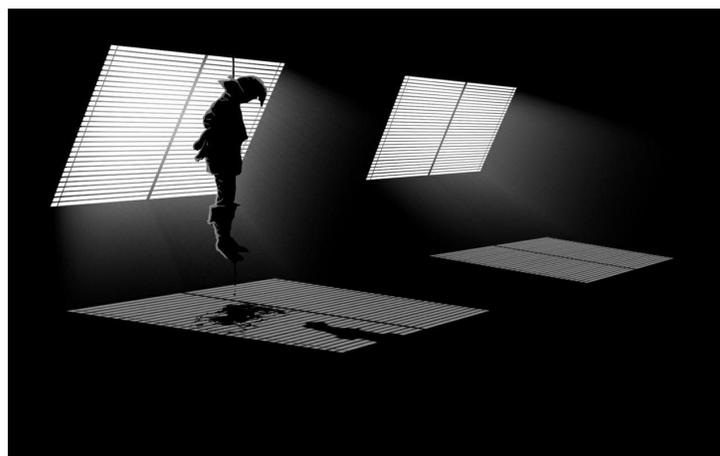
Project Pathos seeks to engage the public in identifying victims of depression, sympathising with them and taking action to help them recover. We also hope to generate greater awareness of depression and inspire more people who know others who are suffering from depression to help them or encourage them to seek help.

Main Idea

Our project consists of 2 comics that depict the life of a victim of depression. Our target audience are teenagers around the ages of 13-16 as depression seems to be more prominent among teenagers of these ages.

Ideation

Initially, we wanted to make posters on environmental awareness. We planned to do artworks on pollution to spread awareness about it. However, we thought that this was too cliché and that there were already several environmental groups working on environmental awareness.



Research

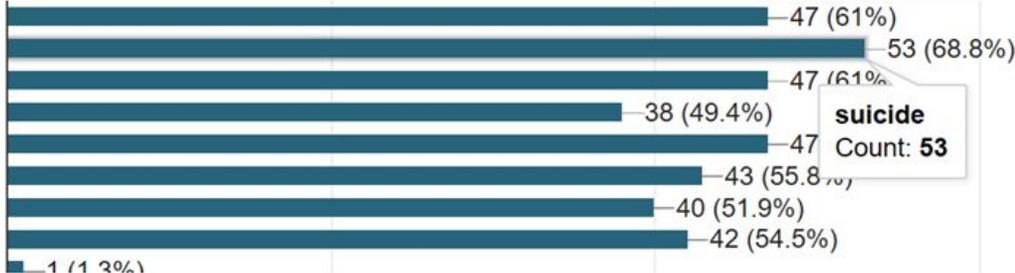
Our survey

As we have mentioned in the Ideation section, at first, we wanted to do a project about environmental awareness, but we realized it was too cliché and we wanted to focus on an issue that not many people were working on.

Thus we did a survey with google forms.

What are the problems that you think are relevant today?

77 responses



Results of survey:

People around our age think that depression is the most relevant issue facing teens. Hence, we decided to do comics about depression.

Artists References

1. Sow ay

Sow ay suffers from social anxiety and is also an introvert. He illustrates his darkest thoughts through drawing of webcomics to help people understand what it is like to live and suffer from mental illness.

Below are examples of Sow ay's work, he illustrates how a depressed person feels through his representation of depression as a black ghost, and putting on a social mask shows the character suffering from social anxiety.



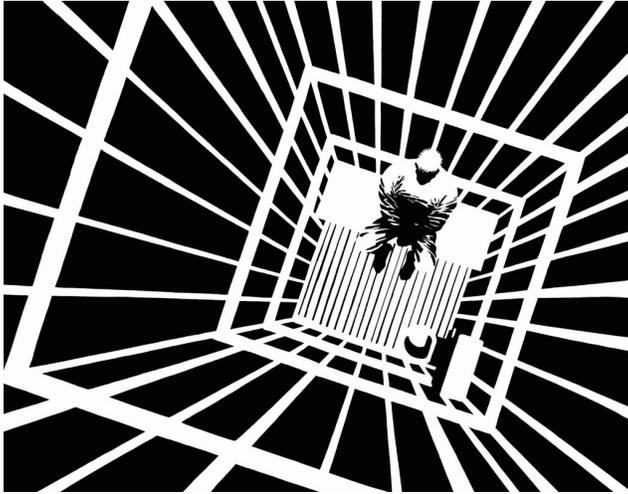
2. Neil Gibson

Neil Gibson is the illustrator of the Twisted Dark series, where he uses close-up shots of the protagonist, and subsequent panels a few seconds apart to create tension.



3. Frank Miller

Frank Miller is an artist for DC and he constantly uses shadows to create an ominous atmosphere as well as shape and form.



Process documentation

Initial Plots

We had to come up with several plots for our comics and we decided on the brainstorming of 10 plots. Then, we combined some plots together and eliminated others to form our initial 2 main plots. Additionally, we also had a reference when coming up with several plots:

https://www.youtube.com/watch?v=EJ_S5Rjt_il

Main Plot 1: The Protagonist starts feeling depressed. The protagonist starts putting on a social mask, but everyday it starts to cost the protagonist more the protagonist starts to stay away from friends and family. It is also only in his bedroom when depression starts to attack him. He tries to find a way to 'cure' his depressed state but to no avail.

Main Plot 2: A comic about the life of a student with depression and how he hides it from friends, parents and teachers but breaks down when he locks his bedroom door. At one point the protagonist is trapped in a sort of jail cell which is metaphorical for how restricting depression is.

Modelling pictures for different shots in comics:

We used some of the pictures we took as a reference while drawing our comics.

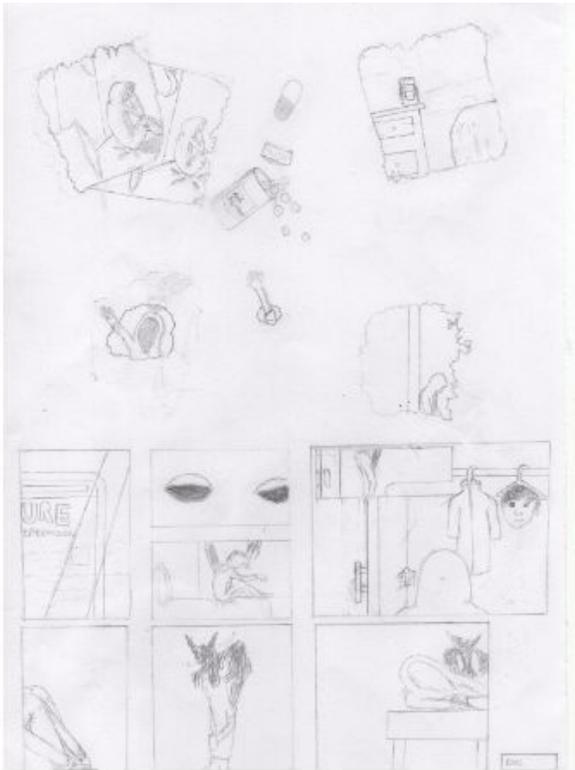
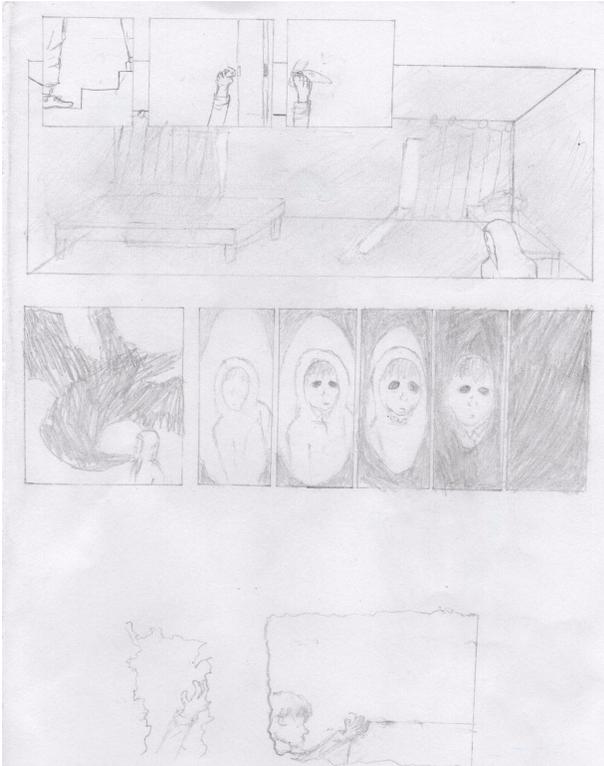
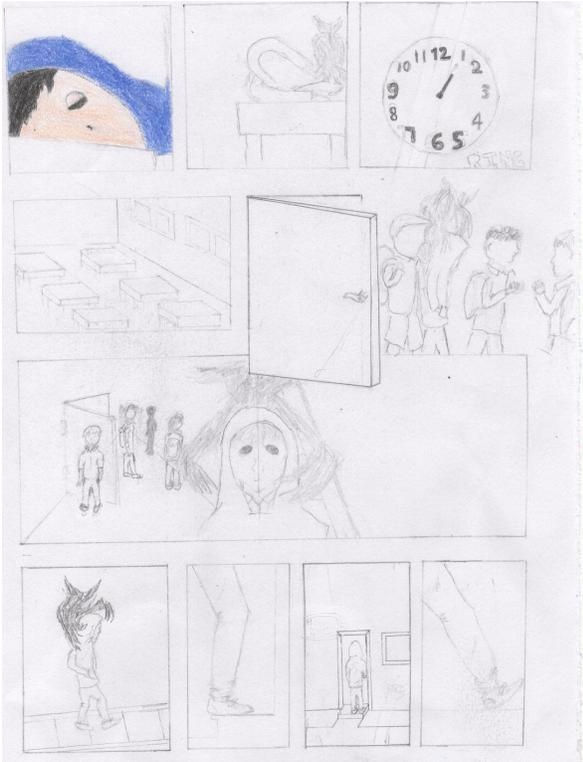


First Drafts

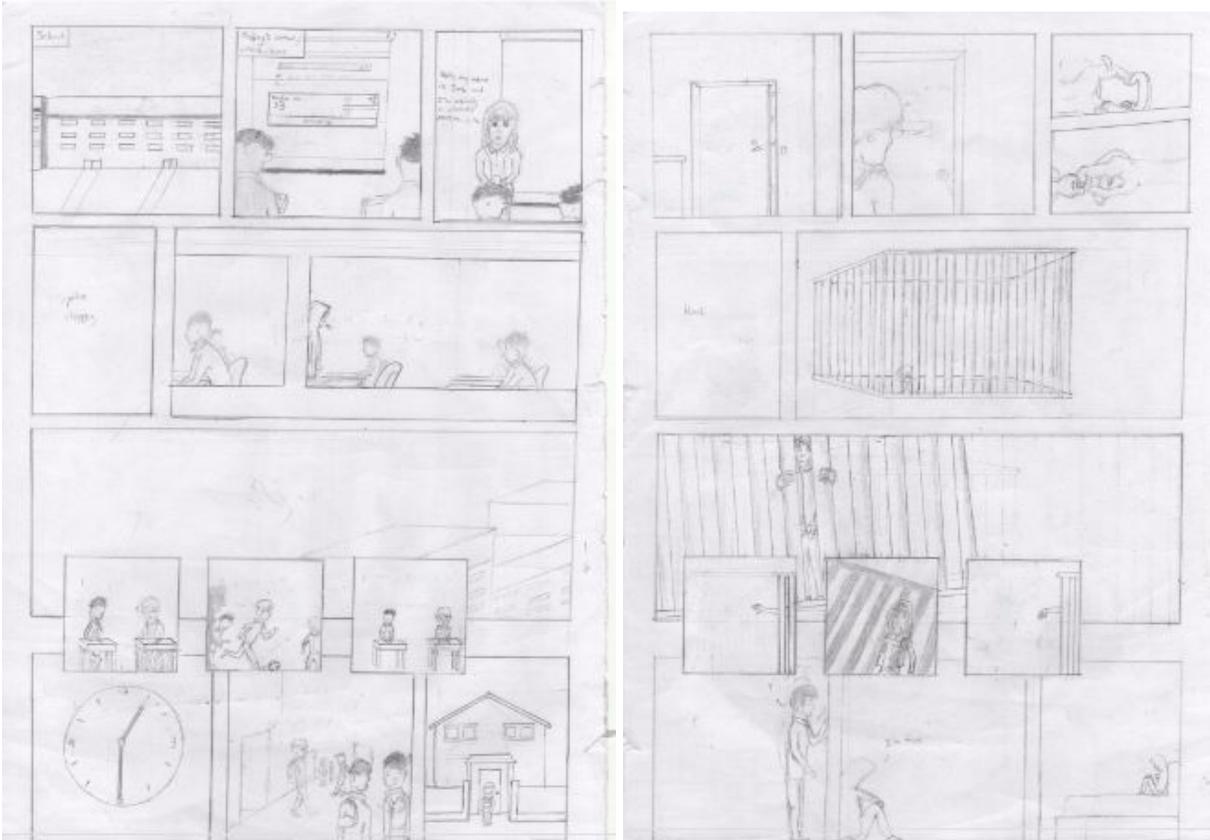
This is the full body character design. We first tried drawing the character with an unkempt appearance with an untucked shirt as depressed people were less likely to put effort into how they dress, but we soon decided that by making our character wear a hoodie, we could further personalize him and make him more unique as well as being able to emphasise his depressed state



Draft comic (for plot 1)



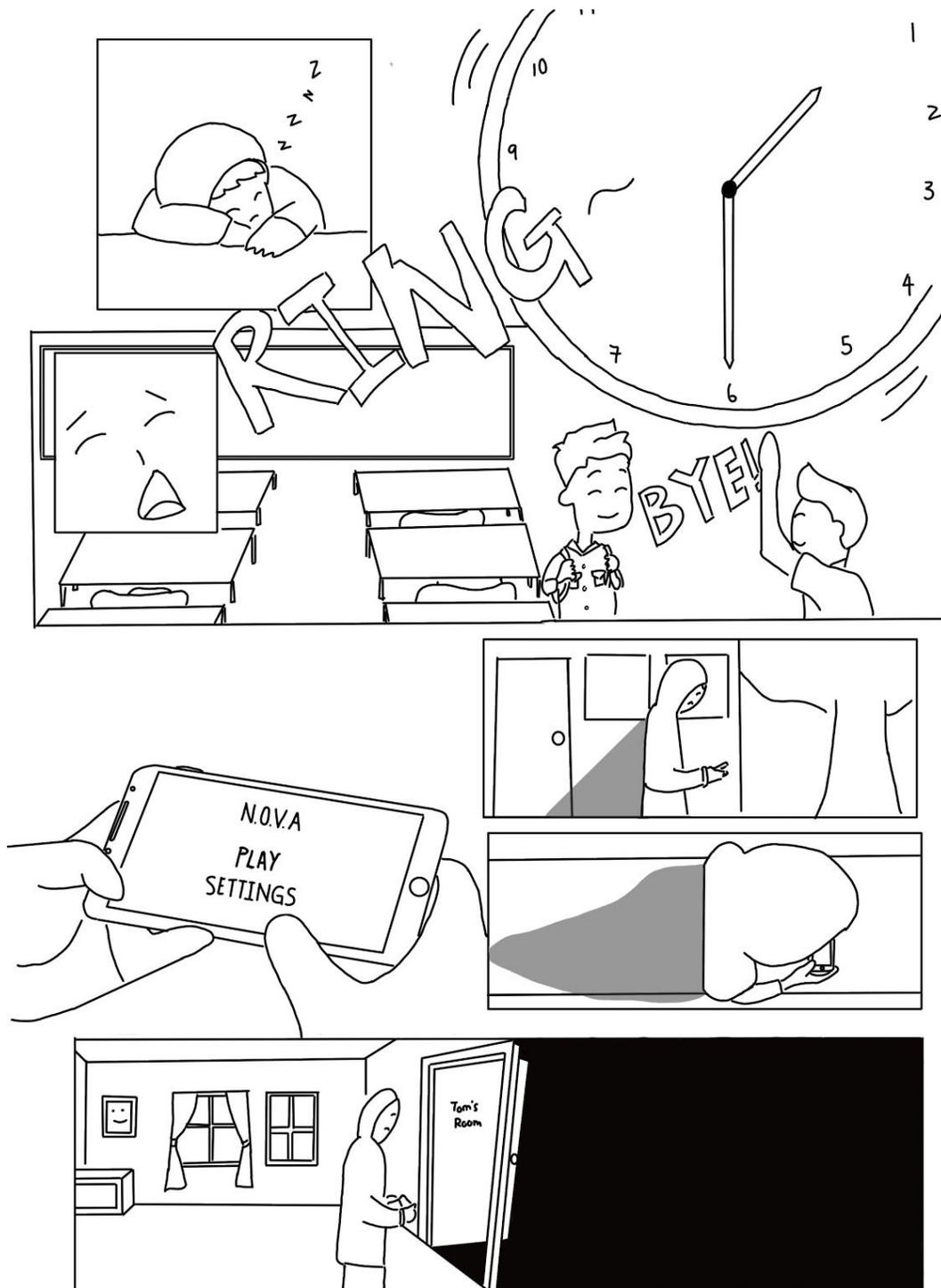
Draft comic (for Plot 2)



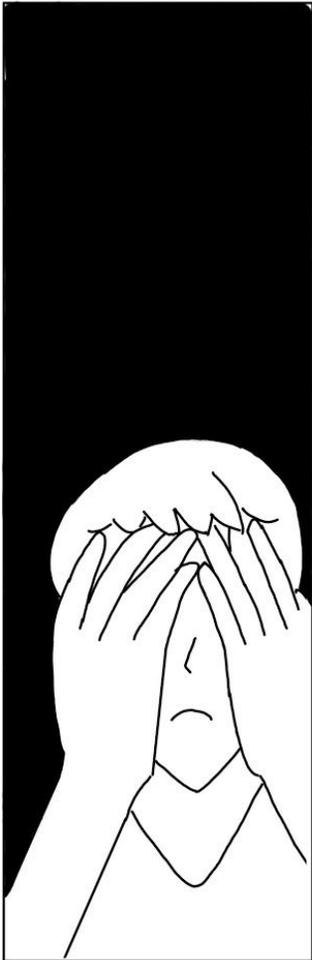
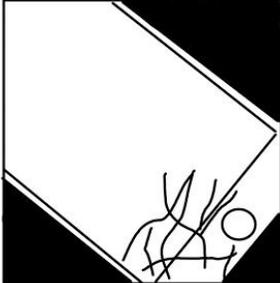
Final Products

First comic

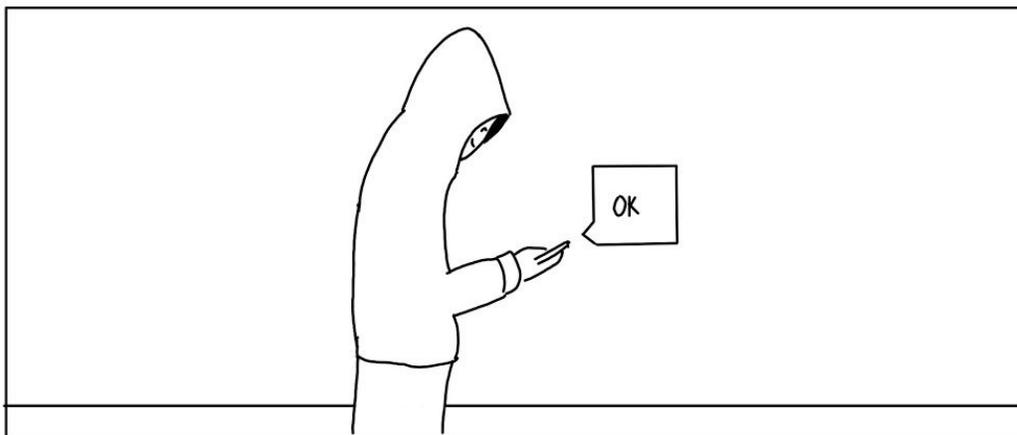
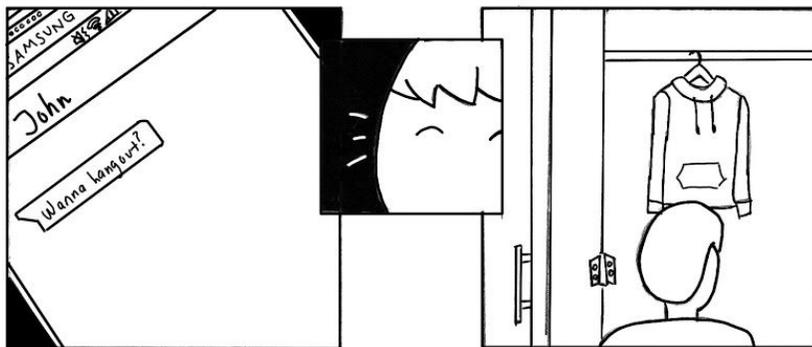
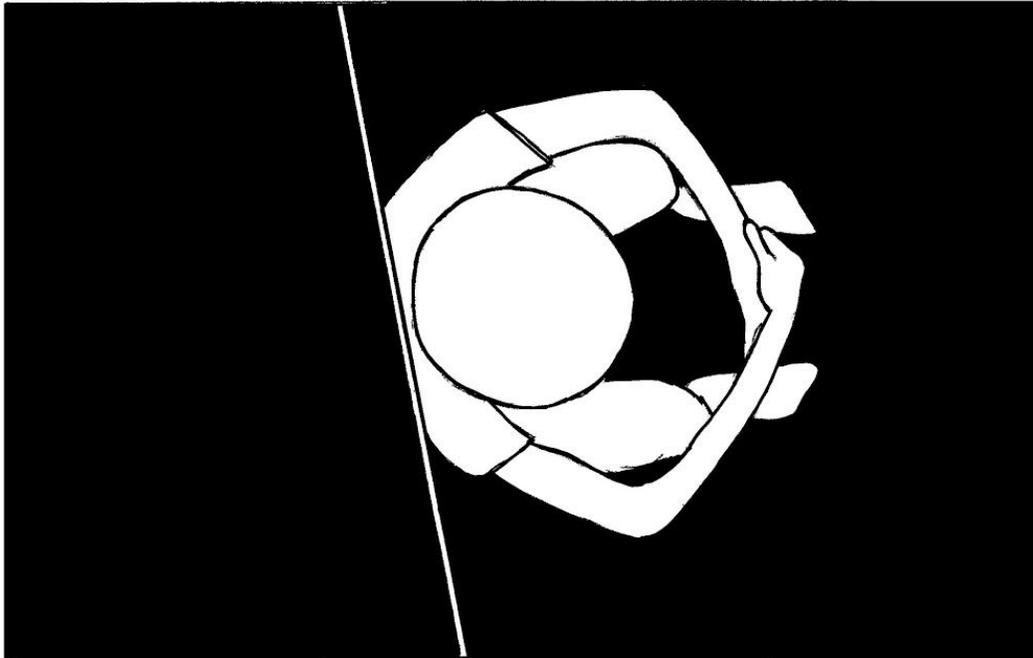
For the first comic, we decided to change the style to a more simple and cartoonish look. We also added the concept of an elongated shadow behind the protagonist and tried to make the panels seem more dynamic.



Here, we did not change the personification of depression as a creature that attacks the protagonist. It is also triggered by the protagonist losing in a game. Subsequent, long and thin panels show the protagonist screaming in silence and suffering from depression, which is meant to represent the effects of depression.. We also used the concept of using dark spaces and shadows to create an ominous atmosphere.

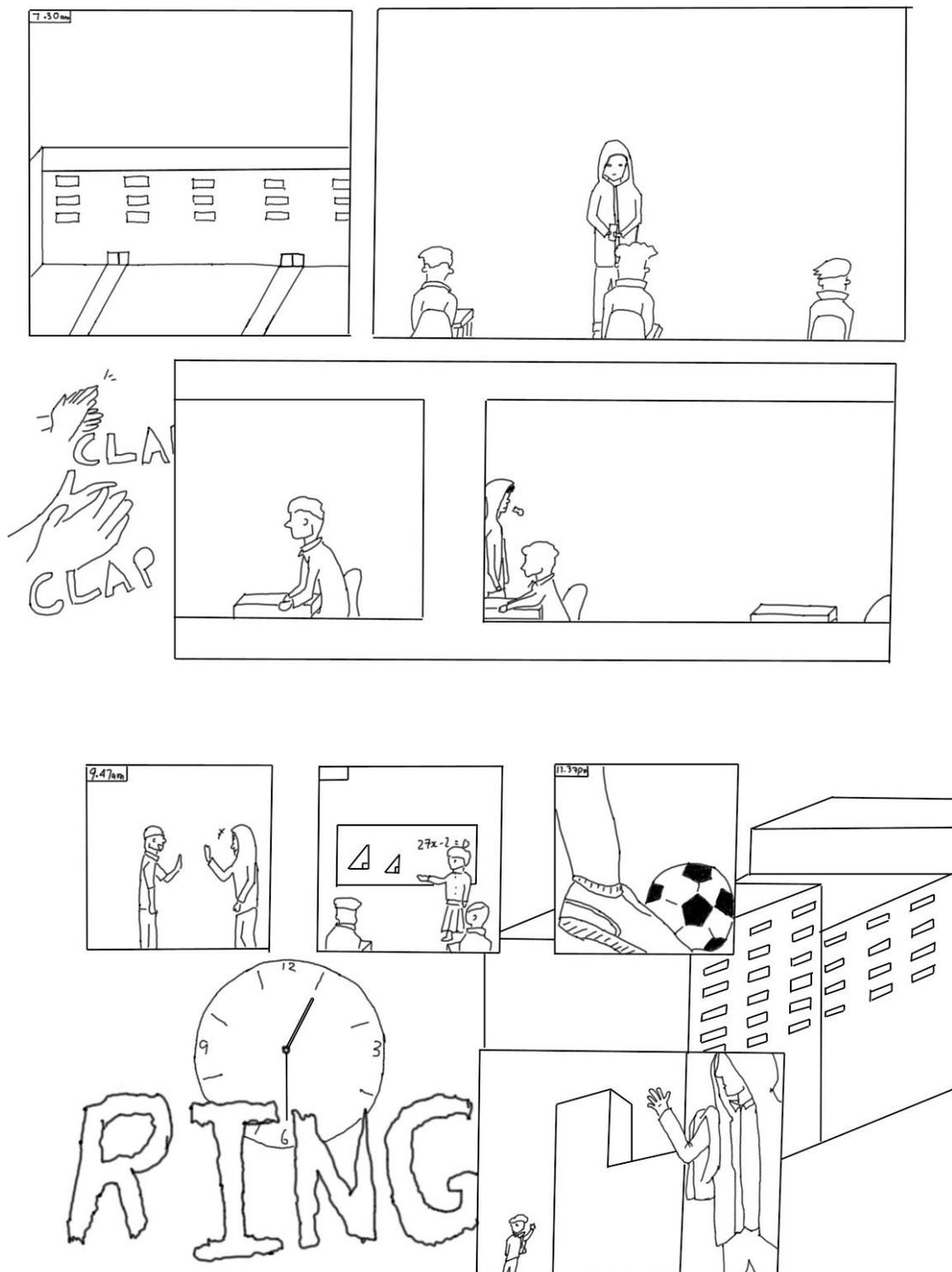


In the last page, the protagonist receives a message from his friends saying "Wanna hang out?" and the protagonist stops getting depressed. The slanted lines also make the comic more dynamic.

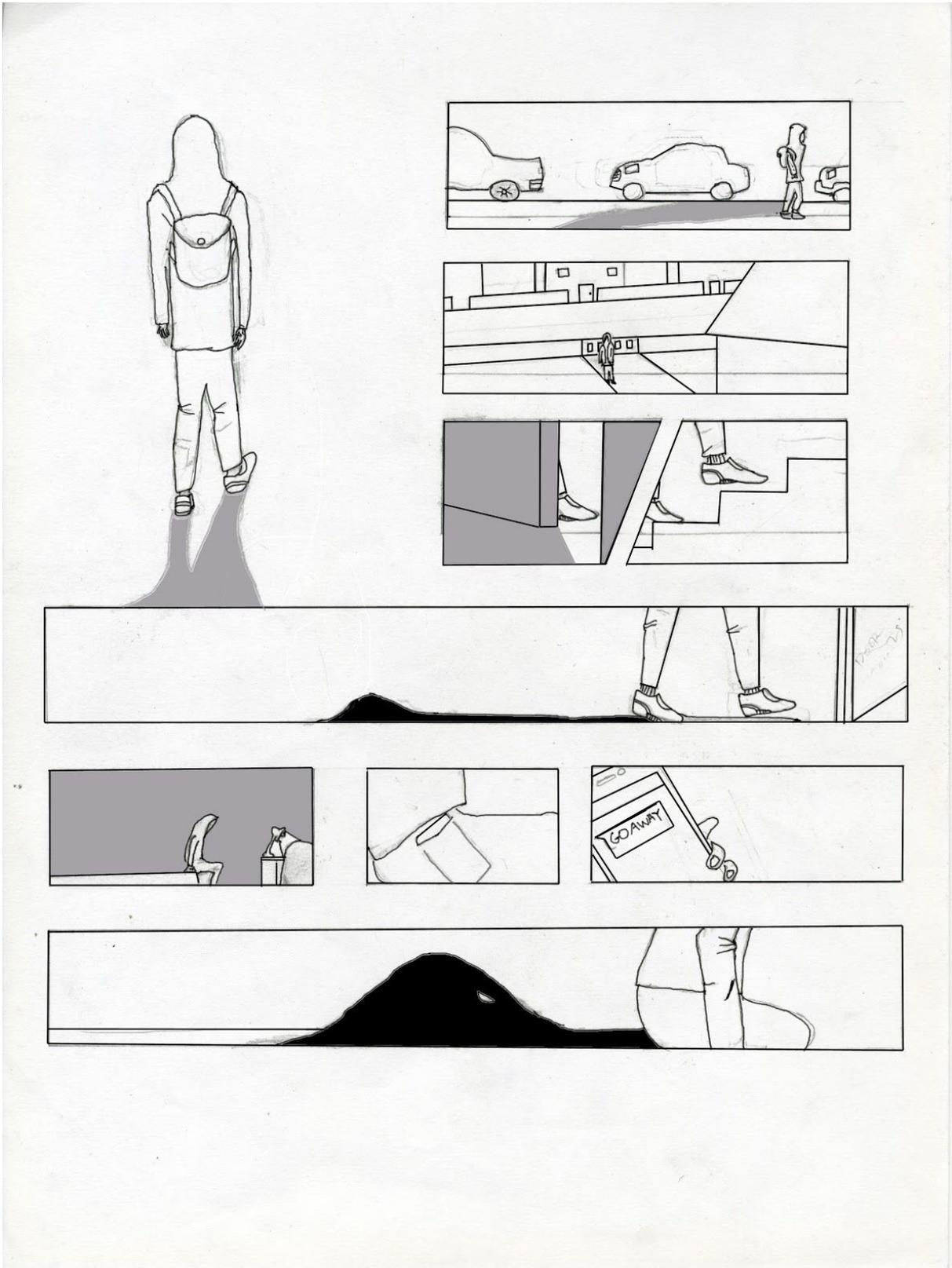


Second Comic

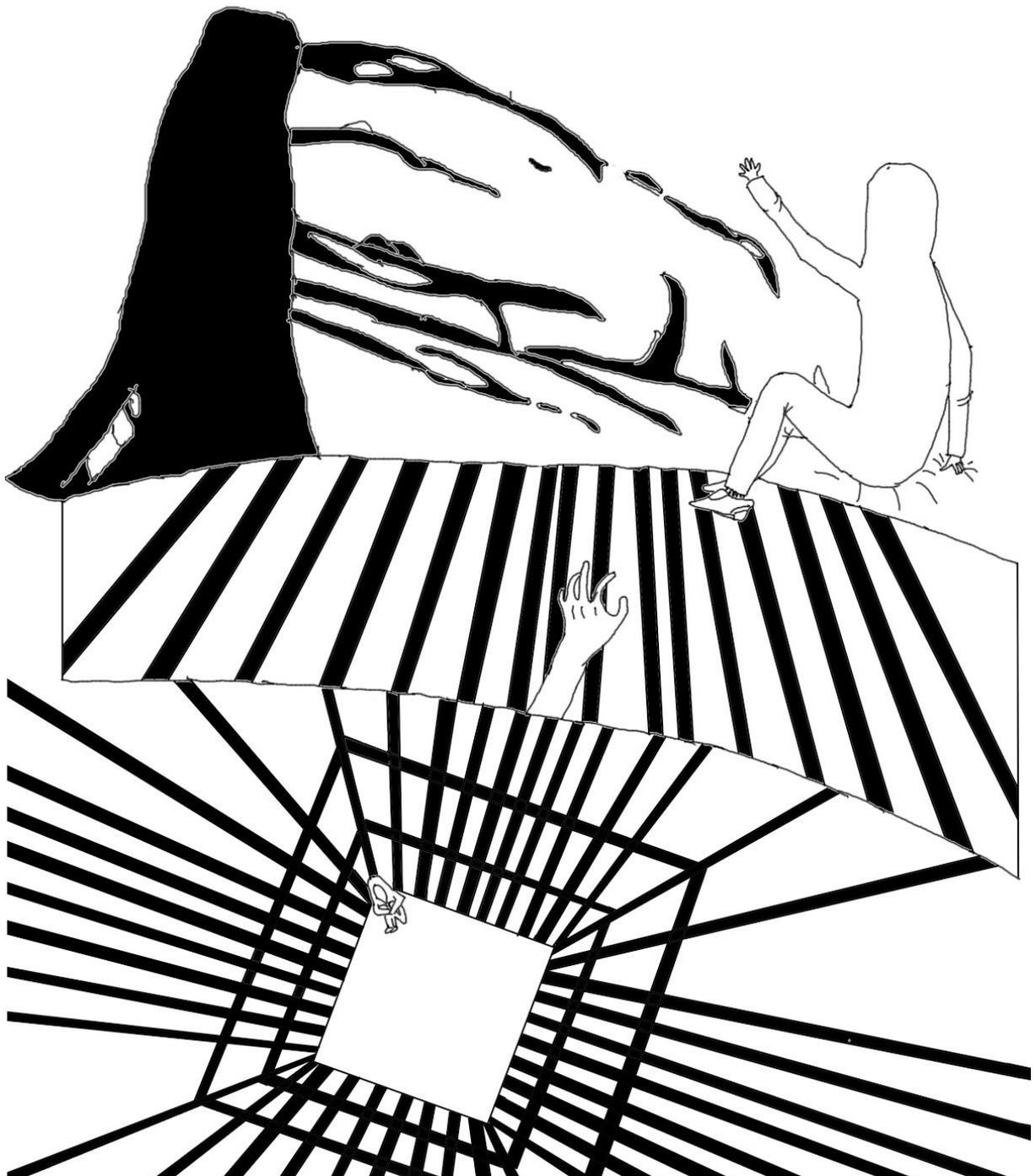
In the second comic, we tried to make panels more dynamic by not including panel lines at all and by adding sound effects. The art medium we used was pencil, because it was easy to edit. For the final product, we digitally colorized it to make it have a more professional and refined look.



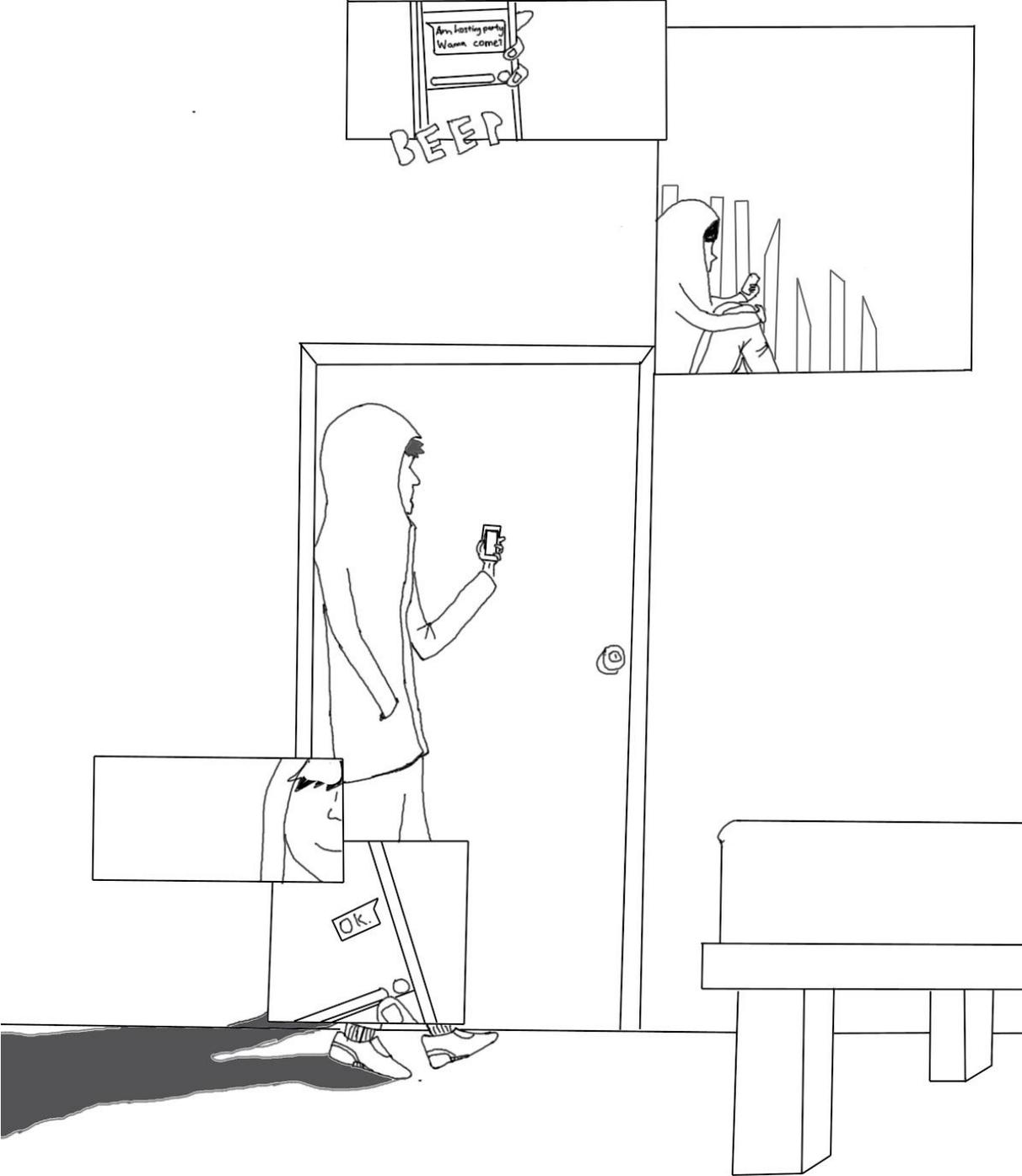
In the next page, we see how the protagonist walks home. The comic is made more interesting by the different angles we see the protagonist from and how his depression is triggered by a harsh message from his friend, as shown through the sudden bulge in his shadow.



Next, we see how depression attacks the protagonist and places him in a jail cell. The use of unique panel shapes and viewpoints make the comic more dynamic and interesting. In the first panel, depression attacks the protagonist, this is illustrated through the extending tentacles that were made similar to Venom's design.



Finally, we see the protagonist receive a supportive message “Am hosting party. Wanna come?” from his friend and the cage recedes before the protagonist smiles to himself and replied “OK”.



Reflections

Strengths

1. Whenever we set a timing to meet for a group discussion, all the group members would usually try to compromise and find a common period of time to meet. If not, we would try to free up time to meet.

Areas for improvement (AFIs)

1. However, procrastination is a common problem when we meet, usually due to constant distractions, or lack of motivation.
2. From proposal evaluation to mid-term evaluation, we failed to meet our mentor, we also relied on communication through Whatsapp instead of actually meeting our mentor face-to-face.

Overcoming challenges

Thus, after mid-term evaluation, we tried our best not to procrastinate and follow the scheduled timeline.

1. We decided that we had to meet our mentor regularly, as our mentor could help to identify some of the mistakes we made, and also give advice from a different perspective and how to continue.
2. Next, we also tried to meet up more regularly, meeting whenever we have free time or when more than two members are able to meet. We also tried to finish work a few weeks before Final Evaluation instead of rushing it and doing last-minute work. Our mentor also specifically advised us to finish the slides and script at least a week before the evaluation

Conclusion

Our group would like to thank Ms Ong for guiding us throughout the entire course of our project. Thank you for helping us identify mistakes and flaws in our work that we ourselves did not see, and always giving us constructive feedback that helped us improve our work. We also learnt the importance of teamwork and cooperation, we definitely would not have been able to achieve so much in our project without it. We learnt to persevere and learn from our mistakes. Even though we did not do well during the mid term evaluation, we did not give up and persevered further to improve our project. We learnt to manage our time since we had to allocate time to work on our project but still do well in our academics, we also learnt that we should always start on our project earlier since we underestimated how much time we would require to complete this project. Honestly, we think that playing to our strengths is very important. For example, one of our project members was good in drawing, and another was good at using online apps to do digital colouring, hence, we allocated the work according to what we are good at, resulting in our final product.

Citations

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