

Written Report

Group #5-15

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Ideation

When we first heard that we were going to be doing project work, we decided that we would do a project work related to art as we were all interested in art.

We thought about what we should do and what topics to do:

- a comic
- full piece of art (rejected)
- an animation (rejected)

At first, we had a lot of topics for our comic,

- global warming
- daily problems
- adopting a pet
- bullying

But we settled on bullying in the end.

Objectives

Through this comic, we want to raise awareness about anti-bullying and the effects of bullying. This is because we feel like there is still a big number of cases of bullying in Singapore.

In the comic, our antagonist Hudson learns the consequences of bullying through experiencing it himself. We included many scenes of bullying and how characters felt after they had been bullied so that the readers will understand the pain that people feel when they are bullied.

After reading this comic, we hope that readers will spread the positive message of anti-bullying.

Meaning of the Title

What does it mean?

Dull represents the time when Hudson was bullying Yumi, while colorful represents Hudson realizing his mistake in the end and helping out Yumi by defending her from the other bullies. The main concept is that sometimes when you are “dull”, you can make other people “dull” too. However, it is not too late to make them “colorful” by being “colorful” yourself.

Inspirations

-Attack On Titan



Attack On Titan is a popular Japanese comic (manga) which was created by the skilled writer Hajime Isayama. We chose this for our inspiration as both the manga and anime had a lot of action scenes in them. This made us able to have a model for all of our action scenes and also how we should draw our characters' figures.

-Doraemon

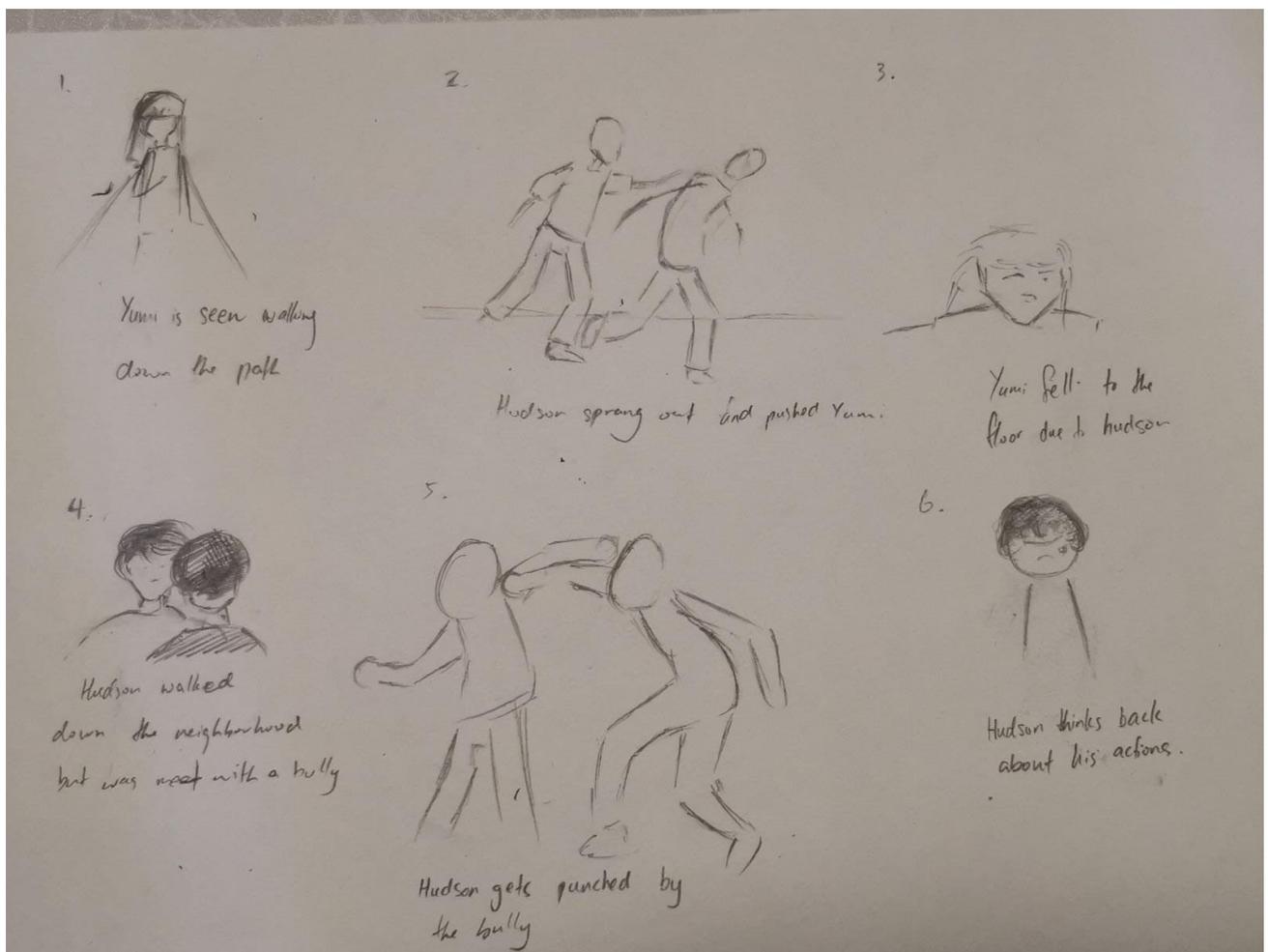
Doraemon is a famous anime worldwide and is made for children . Doraemon's style is very simplistic and this shows us that we do not necessarily have to draw in a very action based or realistic style and sometimes it is actually better to simplify things.



-Impacts of our Inspirations

Our comic was largely influenced by anime and manga and it resembles the Japanese style of drawing. However, it was not solely based on Japanese manga and we did take influence from cartoons.

Storyboarding



7.



The next day, Hudson saw Yumi getting bullied by his tormentor - from yesterday

8.



Seeing Yumi get bullied, Hudson comes up to help her.

9.



The bully runs away after being threatened by Hudson



Hudson helps Yumi up trying to make amends



Hudson & Yumi walk home together.

Drafts

We did many drafts to experiment and explore different ways of drawing and portraying these frames.



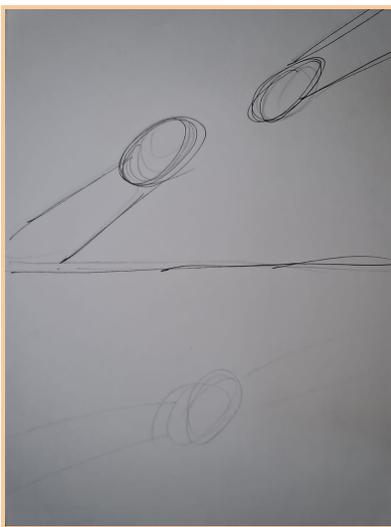
This is the original position
And angle of hudson helping
Yumi up from the ground.



The rough sketch of hudson
getting punched by one of
the three bullies.



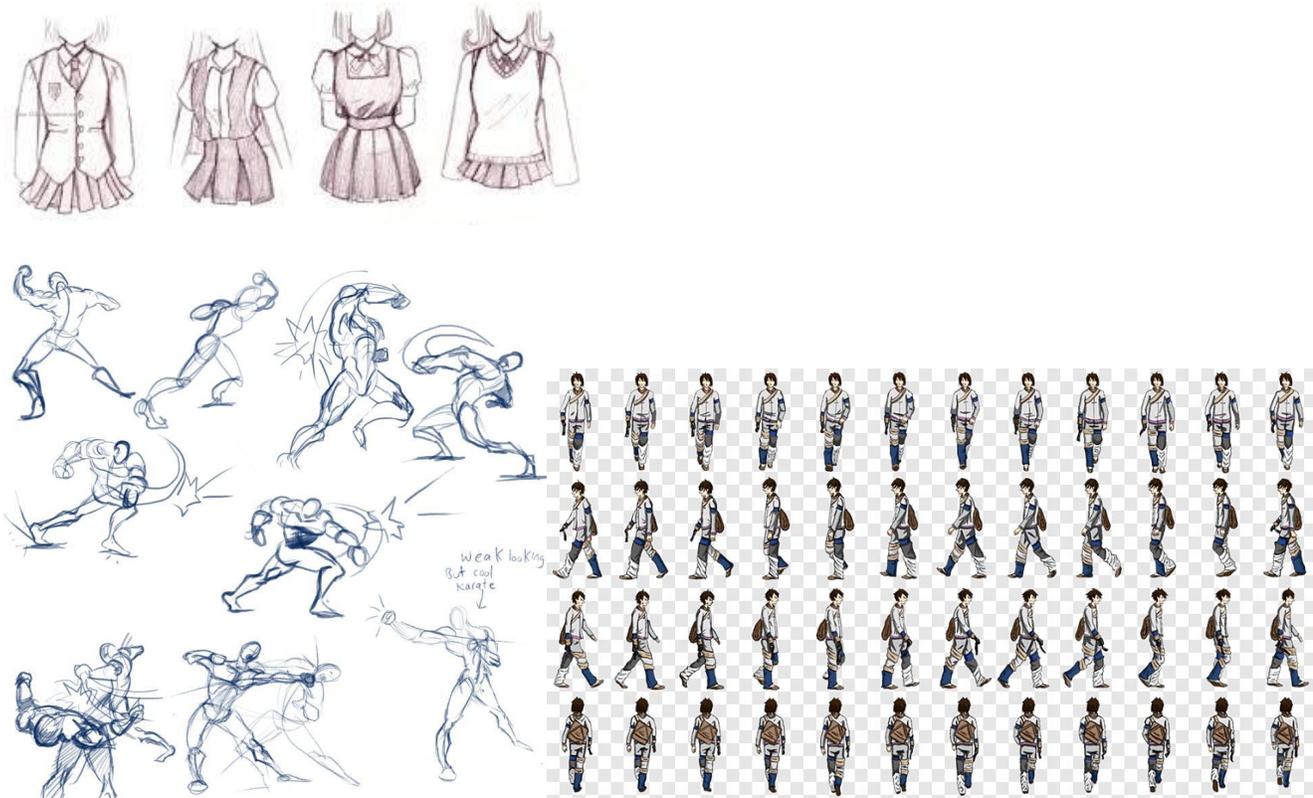
The rejected position and
perspective of yumi getting
pushed by hudson at the start
of the story.



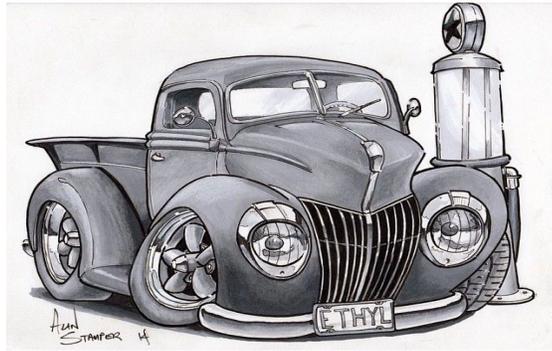
The rejected draft for the
scene of hudson helping
yumi up at the last of the story.

Research

We had to do a lot of research for this comic such as searching how to draw figures and clothing, regarding both their actions and how they are portrayed. We have to also do research on how manga shading is done using markers or other mediums.



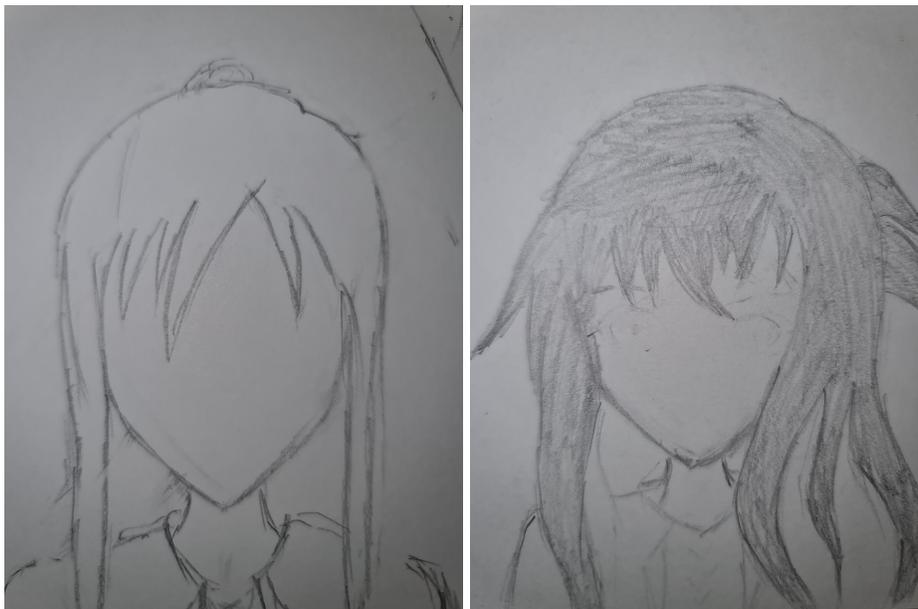
We had also done some research on how manga shading should have been done, as we were not very familiar with the manga style of drawing and techniques that they used.



Reflections

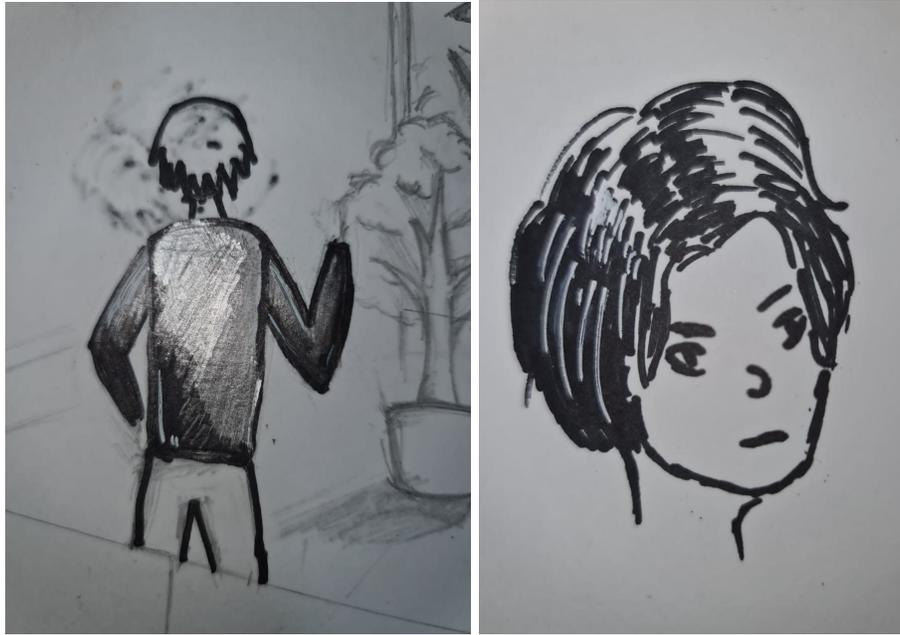
Our Challenges

As expected, the process of making this comic was not very smooth. There had been many arguments and disagreements over many issues. Initially, we did not compromise on our drawing styles and did our own separate drafts. This led to the characters having many different styles and designs. Since this was our first time drawing a comic, we were not very familiar with how the different postures of characters should have looked, so we had a hard time trying to research the different postures.



These were two of the hairstyles that we had considered for yumi which we did not like in the end. We also tried to roughly sketch the hair with pencil.

After we are done drawing with the comic, we have a new problem - which medium should we use to shade the comic? We tried out pencil shading (which did not work out very well), tried out the combination of pencil and marker shading and finally decided on marker shading.



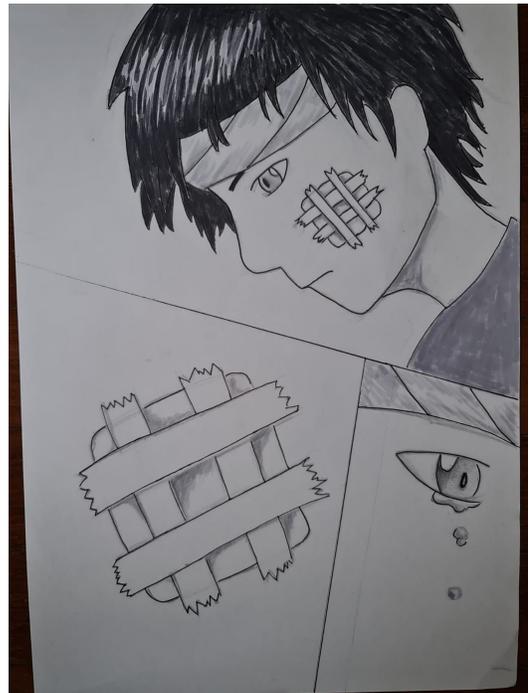
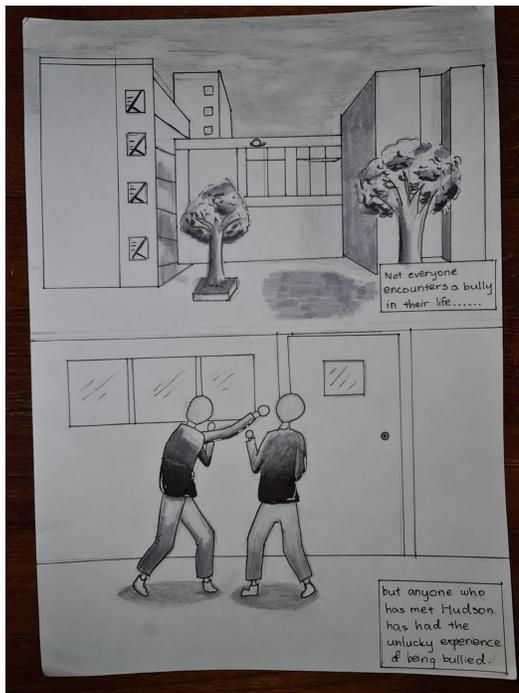
We had experimented with using markers too, and even tried a combination of pencil and marker shading.

Despite the challenges, we managed to sort it all out in the end and we realised that sometimes, we have to let something go to get what we want. We also learnt the importance of time management, through several close failures to meet the due date.

We had originally thought that our timeline had been good enough but we soon realised that we had to replan things as there was Circuit Breaker. We learnt to adapt to our problems and also to do our best in everything we do.

How We Feel

- Due to time constraints, we felt the project was very rushed, especially at the end. We would have wanted to try out different mediums too like watercolours and crayons so as to broaden our skillset.



- However, we are still proud we have finished our first project out of four and accomplished, for persevering through these hard times. Looking at our final product, we know that we have much improvements to make, but we are satisfied that our hard work has paid off

What We Have Learnt

Sometimes, arguments and disagreements occur. We have learnt, however, that we can work better as a team as we know more about our different styles and can resolve to follow an agreed plan.

We have also learnt how having the value of “**自強不息**” is a very important outlook in life. When we face challenges while drawing, continue to experiment with it and we will get it.

The importance of responsibility was also something we learnt. Due to our ignorance, we were close to not meeting many deadlines and we realised that we needed to be more responsible so as to not have a situation one day where we are not able to hand in on time. Responsibility is a virtue and we are definitely glad that we had learnt it this early in life.

Moving away from moral values, we have lastly experienced the process of making a manga. This introduced us to a whole new level of understanding of how manga is drawn. This had definitely interested us in making more manga as the process is tough, but yet fruitful in the end, and looking back, it was definitely worth it to pick a comic to do.

What we could have done better

We now realise that we could have definitely improved many things, such as time management and also teamwork.

Our time management was not ideal throughout the year, as mentioned before, and we should have realised earlier that our original timeline was not going to work. After that, we needed to make a new timeline as quickly as possible so that we could have a fixed timeline to follow.

We could have also taken some time to reflect on what we were doing, as a lot of time was spent on making duplicates of drafts and if we had thought about the question whether it was actually useful, this would not have happened.

Regardless, we should not cry over spilt milk as regretting what we had done or what we were missing is not going to be very useful now. Instead, we should try not to make these mistakes again in the future and look at this project work as a learning experience to not make the same mistakes again. It has definitely taught us many things which we can implement in not just our future project works, but also in life itself.