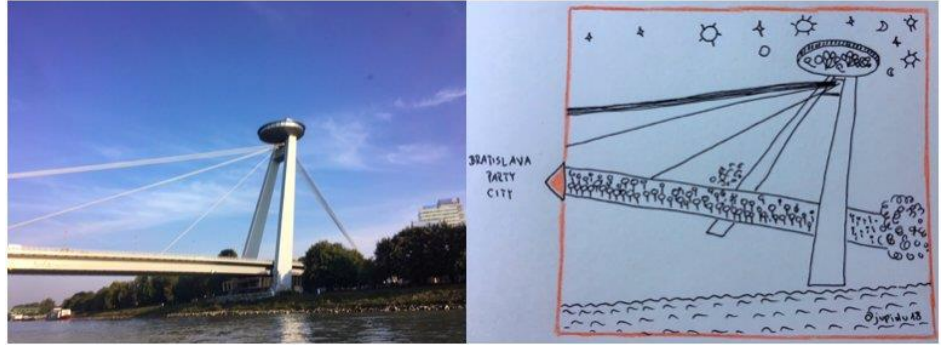


## Workshop: Space & Time in Comics

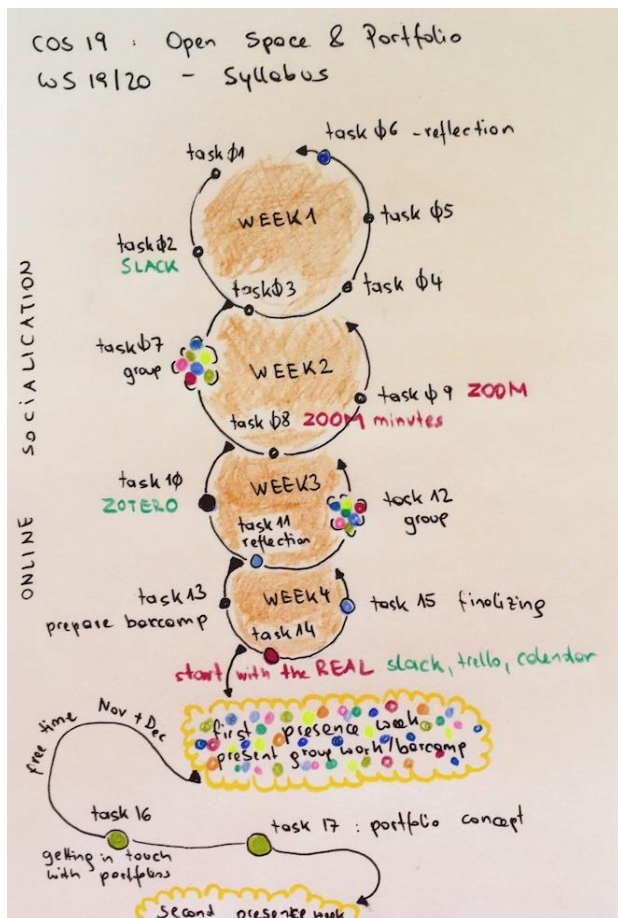


### Task 1: COMIC 1

<http://spinweaveandcut.com/grids-gestures/>

In comics we care not only about what goes on in the frame, but we care about the size of the panel, its shape, orientation, what it's next to, what it's not, and its overall location within the page composition. The way you orchestrate these elements on the page is significant to the meaning conveyed – there are some strong correspondences between comics and architecture in terms of thinking about the way the entire space operates together.

Observe some architectural composition around you – a building, windows, a street layout, floor tilings, a dresser, the dashboard of a car, whatever – find one you are inspired by, take a picture of it, then make a single comics page based on the composition of the actual architecture.



### Task 2: COMIC 2

Draw a syllabus, a structure of a workshop, a sequence of tasks – something structured by time.

@jupidu alias Jutta Pauschenwein