

passages

visual journeys



Collaborative graphic novel

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Edited by Danièle Archambault

passages visual journeys

A collection of original stories by the adult students of the
Fall 2022 Visual Storytelling class
Creating and Publishing a Graphic Novel,
Palo Alto Art Center

Rocio del Pilar Soto Astorga
Kai Ho Edgar Cheung
Zoe Chung
Lynn Krug
Monica Van

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Passages is a collection of original stories by the adult students of the Fall 2022 Visual Storytelling class, *Creating and Publishing a Graphic Novel*, offered at the Palo Alto Art Center.

For 10 years now, I have been teaching various adult visual storytelling classes at the Palo Alto Art Center. Students enjoy learning the basics of different forms of visual storytelling and creating their own story with texts and images. In 2016, I offered the students the possibility of going one step further to discover the excitement of not only writing but also publishing a graphic novel by designing a new class: *Writing and Publishing a Graphic Novel: A Grand Voyage*. The class was a success and the final collaborative graphic novel included eight complete stories of five pages each. Then, an updated version of the class, *Writing and Publishing a Graphic Novel*, was offered in 2019 and again, this year in the fall of 2022.

The project is ambitious. Over the course of a ten-week evening class, students learn to develop a multiple-page story using sequential art, in the visual narrative style of their choice: memoirs, adventures, children's stories, science fiction and fantasy. While acquiring the fundamentals of visual storytelling, including storyboarding, thumbnailing, character design, picture composition, camera works, and page layouts, through a series of exercises, they develop their personal toolbox for telling stories that resonate with audiences.

While many students prefer traditional techniques, working with pencils, black ink and color on paper, others choose digital tools. In the final weeks of the class, participants collaborate to organize the collection of individual stories into a cohesive digital graphic novel. Topics include book layout, cover design, title page, preface, barcodes and ISBN, copyrights, etc.

The 2022 final collaborative graphic novel book includes five wonderful stories, five visual journeys. Some of the class participants were beginners with little experience in art while others were already art professionals. All wanted to learn how to tell stories with pictures. The five superb stories range from autofiction to fantasy, all of them sharing, in a way or another, an element of transformation, a passage towards something new and unexpected

Each of the stories in the book is preceded by the student's self-portrait and artist statement. The students also shared at the end their story a selection of their preliminary work, thumbnails, and sketches, giving the reader an idea of their creative process.

Following the class, an exhibition of the graphic novel was held in the Palo Alto Art Center's Studio Gallery, from January to March 2023.

The complete digital book can be downloaded for free on DanieleBD.com, in the Collaborative Graphic Novels page. You will also find there the two previous collaborative graphic novels done by other adult students of the Palo Alto Art Center: *Voyages* (2016) and *Discovery* (2019).

Danièle Archambault, Ph.D.

Linguist and cartoonist

Class instructor

DanieleBD.com



Stories



Katie's Kitty's Adventure!

Lynn Krug



Pyra, the worker elf

Kai Ho Edgar Cheung



The Fuzzies

Monica Van



Just one more step

Rocio del Pilar Soto Astorga



Parrot

Zoe Chung



I AM LYNN KRUG, AN ARTIST, MOM, SKIER AND SOCIAL & ENVIRONMENTAL ACTIVIST. CURRENTLY I AM THE CHAPTER CHAIR FOR THE SEIU EMPLOYEES AT THE CITY OF PALO ALTO, & I WORK AS A CITY CONSTRUCTION SITE INSPECTOR, 22 YRS.

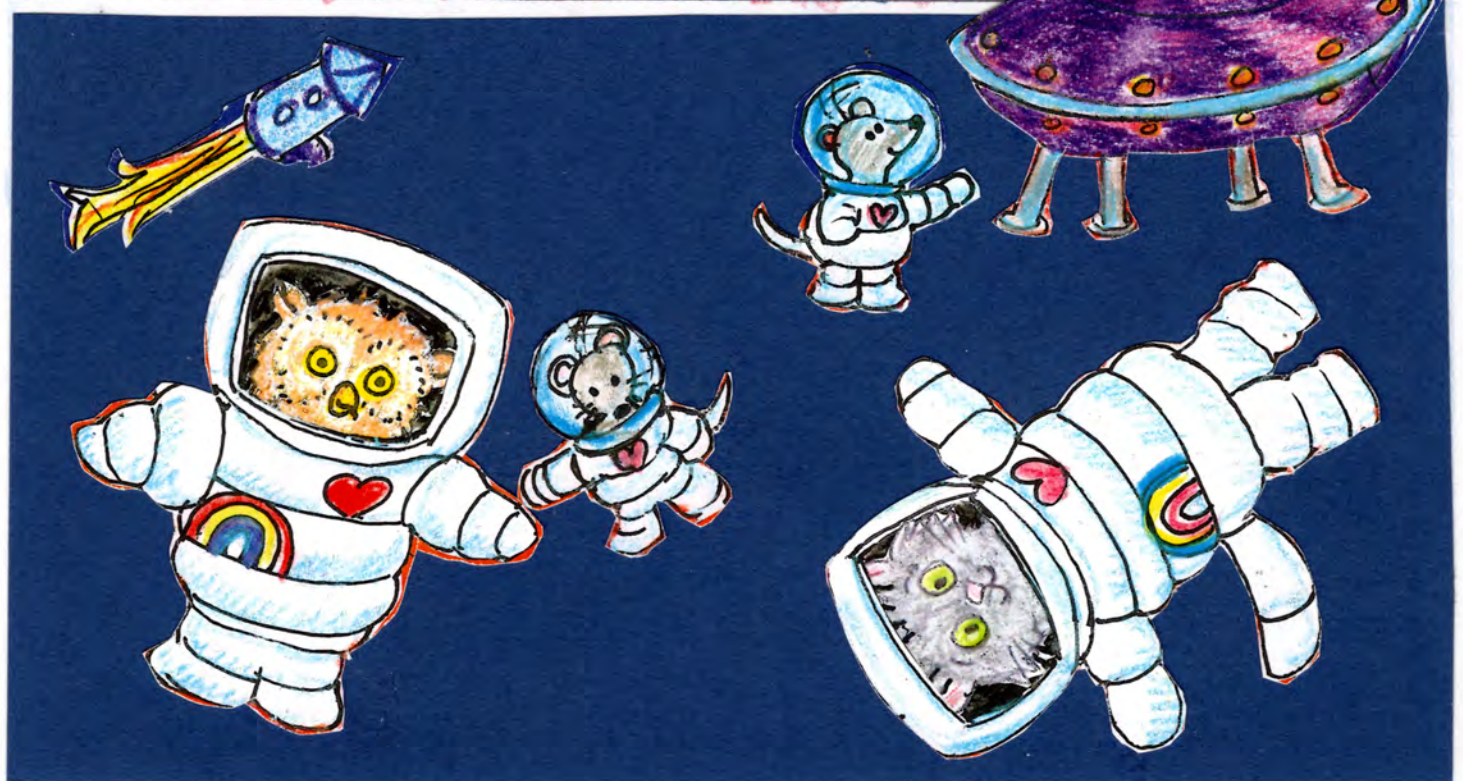
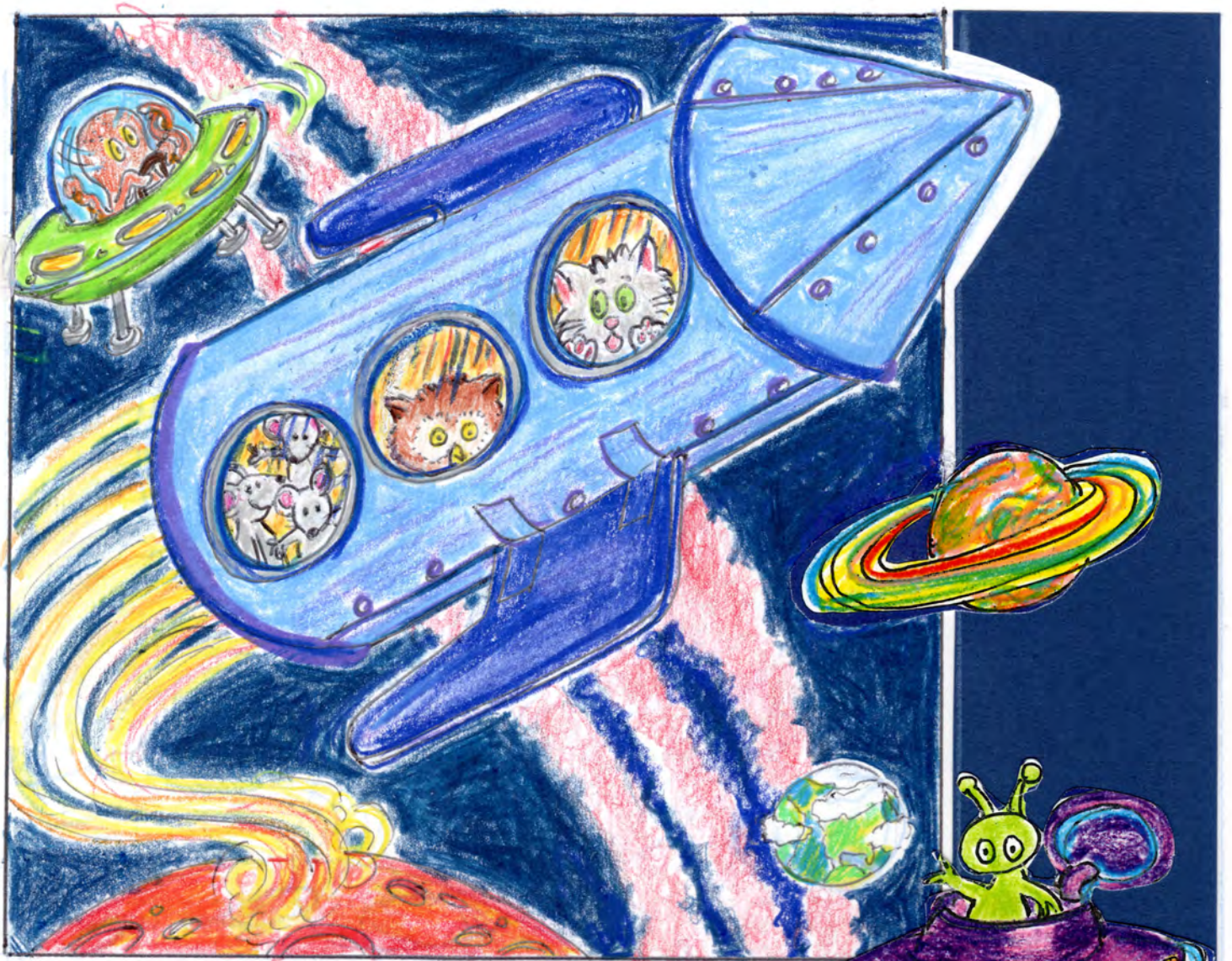
I HAVE TAUGHT ART, FIGURE SCULPTURE PRINTING & WOMENS LITERATURE. MY WEB SITE IS: "LYNN KRUG ART"

THE CHARACTERS IN THIS COMIC ARE FROM ISOLATION IN COVID... I STARTED MAKING CARDS FOR FRIENDS & FAMILY THAT STOOD UP LIKE PAPER DOLLS, TO REACH OUT WITH MY ART & AN ACTIVITY. A FEW FRIENDS EXPANDED ON IT, & DAVID TAFF CREATED A FEW DIARAMA'S IN STORY. THIS COMIC IS BASED ON THOSE DIORAMAS.

TAKING THE CLASS HERE AT THE PALO ALTO ART CENTER GAVE ME THE ENCOURAGEMENT, AND STRUCTURE TO EXPLORE WAYS TO COMMUNICATE MY OWN ART, & ENJOY THE SOCIAL COMPANY & INFLUENCE OF OTHER ARTISTS. I HAVE TRULY ENJOYED MY ^{11/30/22} CLASSES IN COMICS!!! ~Lynn Krug

Katie's Kitty's Adventure!





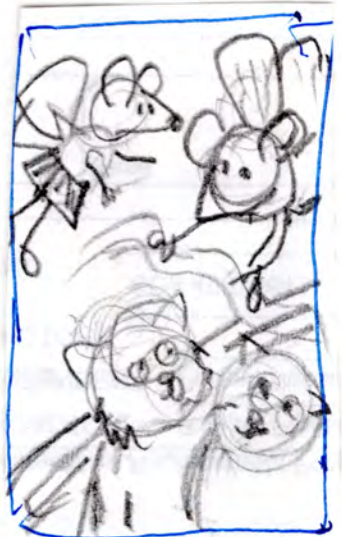
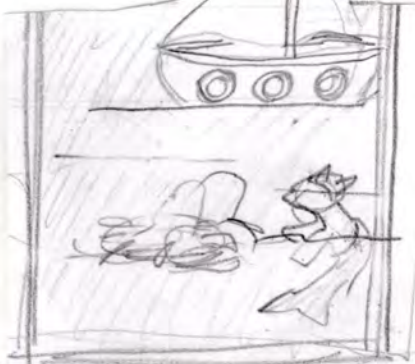




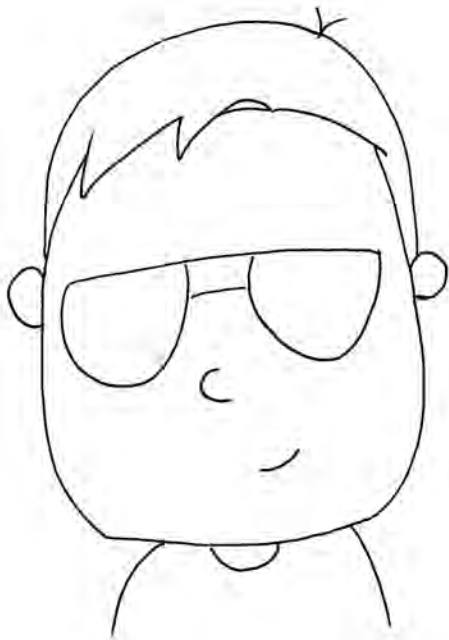
...MEANWHILE OLIVIA OWL MEETS BUCKY THE MERHORSE, SIREN OF THE SEA.











From Edgar

Pyra, the worker elf

I am Ed, I always loved to read manga when I was a kid. When I heard about this class, I thought it would be nice to actually draw my own graphic novel, and something that my nieces and nephews would love.

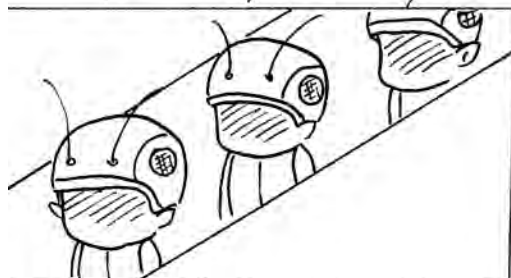
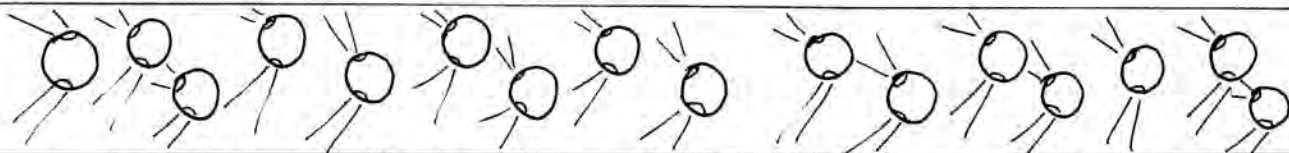
This story is inspired by a recent ant problem in my house. No matter how hard I tried, those little ones would keep coming back. Though it was quite annoying at first, I truly admire their courageous and never-give-up spirits. So, the original story was based on the fight between me and the ants in their perspective.

In the creation of the story, I felt like I was in an adventure with Pyra and the other little ones, and felt like a kid again. I hope this story can also bring a joyful journey to all of you.

To prove they are the best scavenger of the Continent, Pyra and her team are on a journey to find the mysterious Temple of Bao-bao. Rumour says the temple would bring centuries of stable food supply to the Continent.

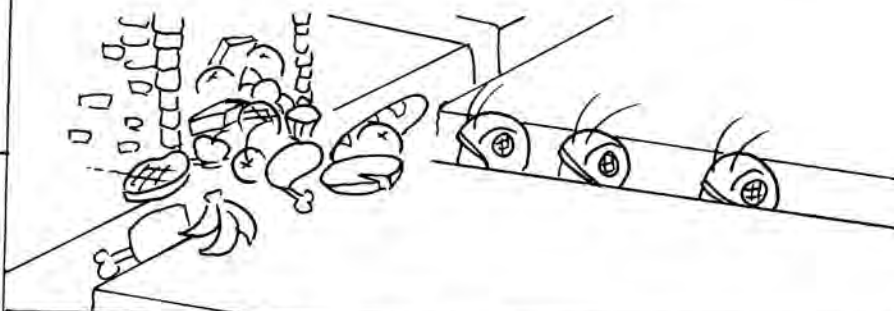


Through mountains, secret caves and passages, they have finally found the Temple of Bao-bao...



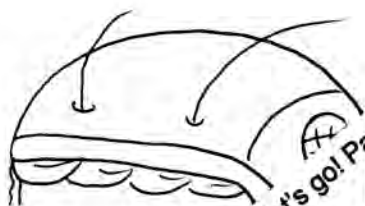
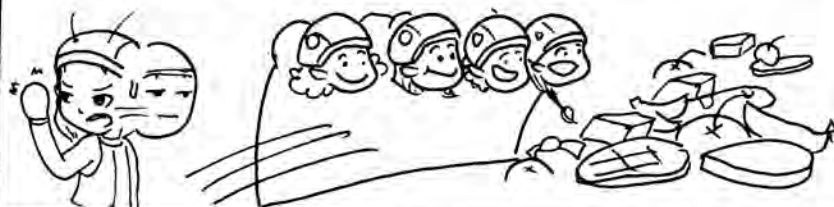
Who would've thought the temple would actually exist...

Finally... We are here! The Temple of Bao-bao...



We are indeed the best across the whole ... Continent.... Hey!

Shut up Pyra! FOOD! YAY!



Paru, let's go! Paru...? Where are you going?



Pyra! Look at this place, there must be more to discover! This time we would not be at the bottom of the leaderboard!

Don't mind me Pyra

...

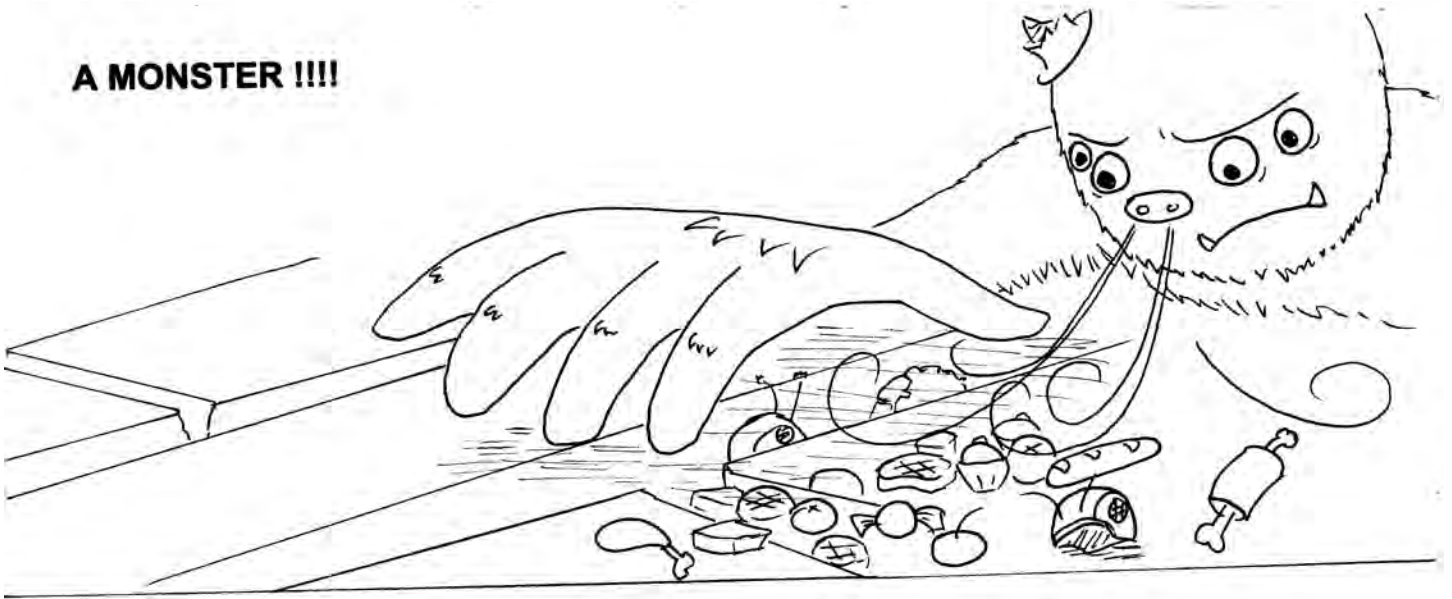
Paru WAIT!!

Err... Paru... Are you alright??

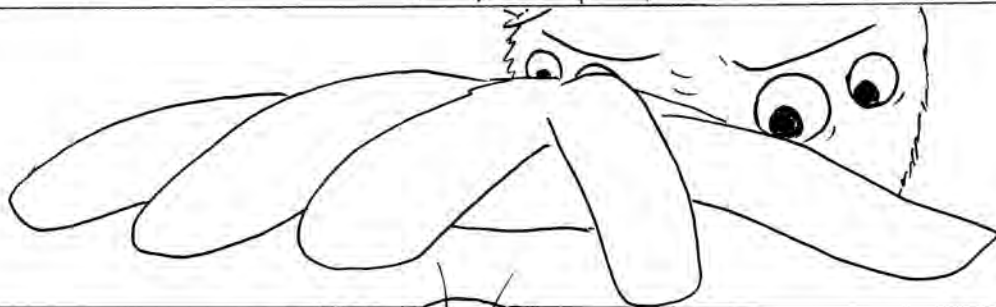
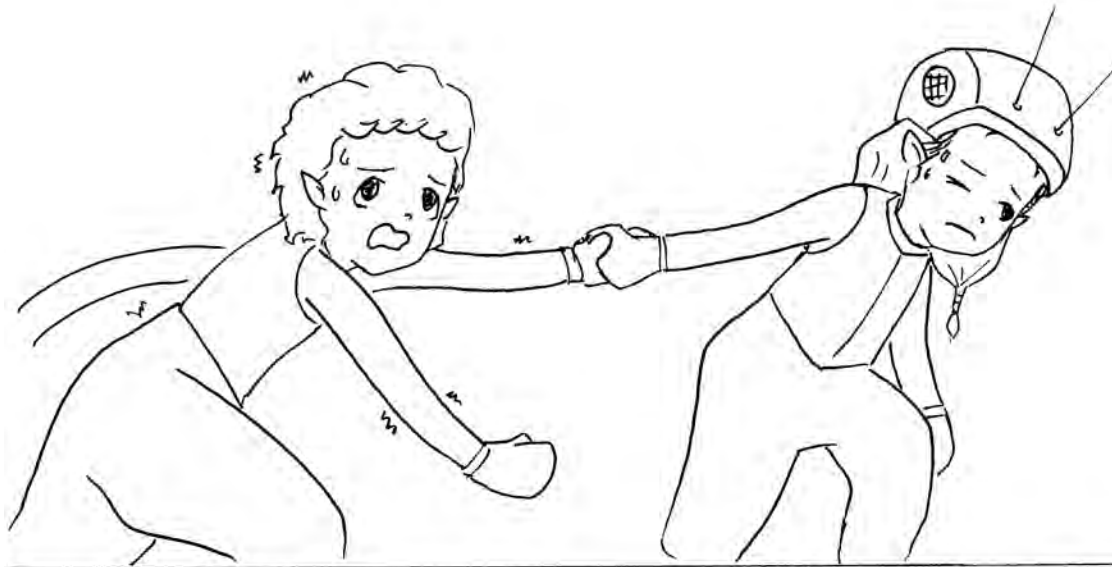
Pa...ru...??

Look ... up Pyra... It ... is ... a

A MONSTER !!!!



Err.... Get up Paru... **RUN!!**

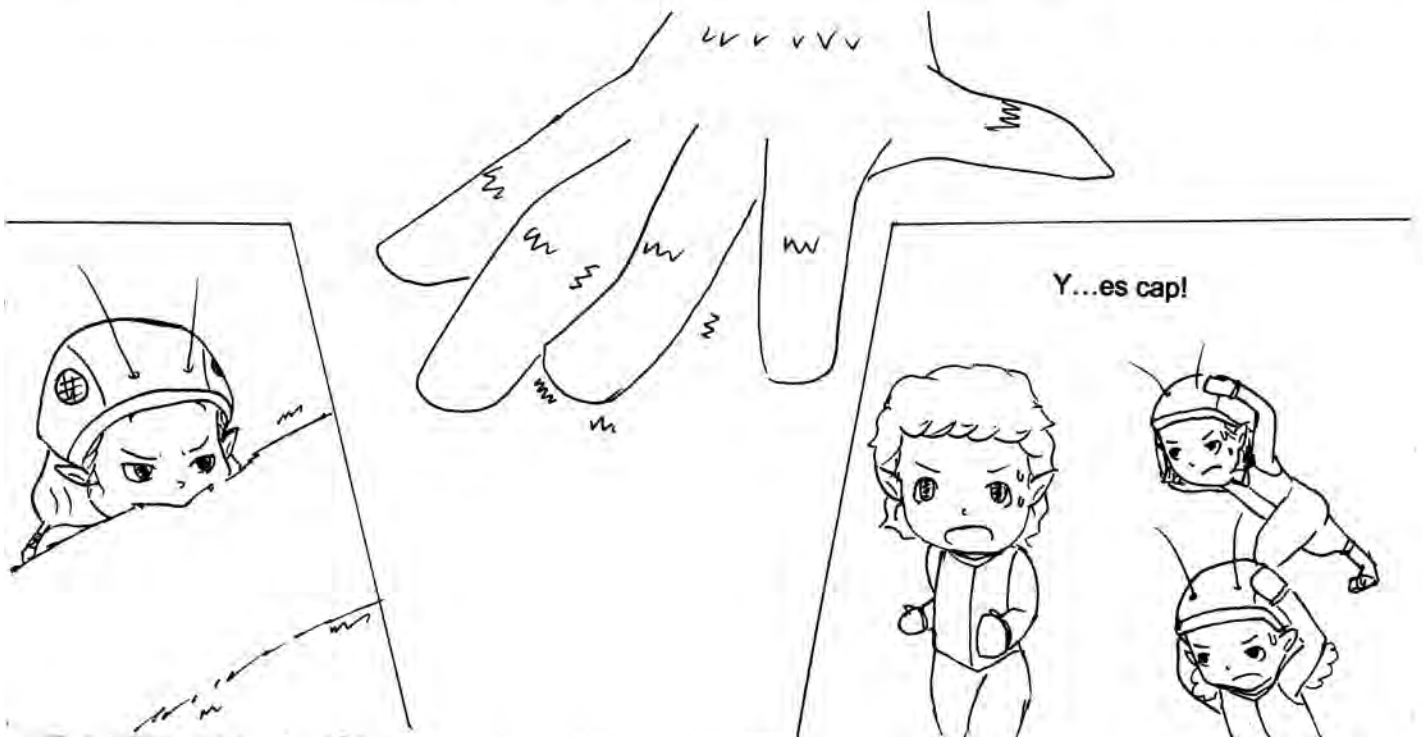


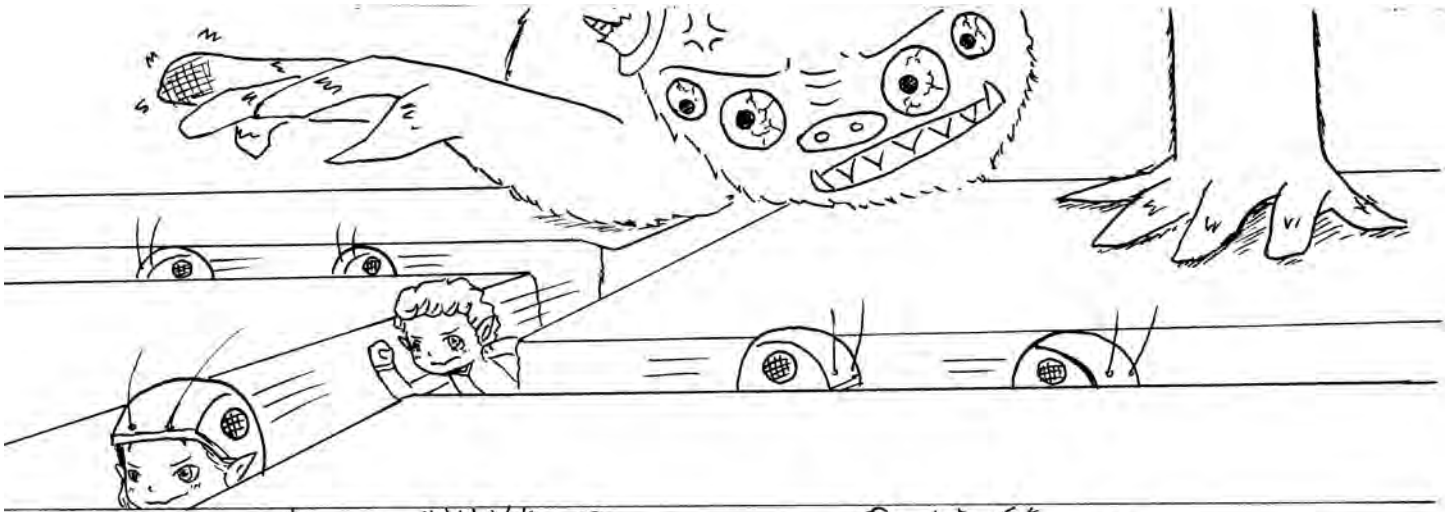
What should I do... I am so scared...



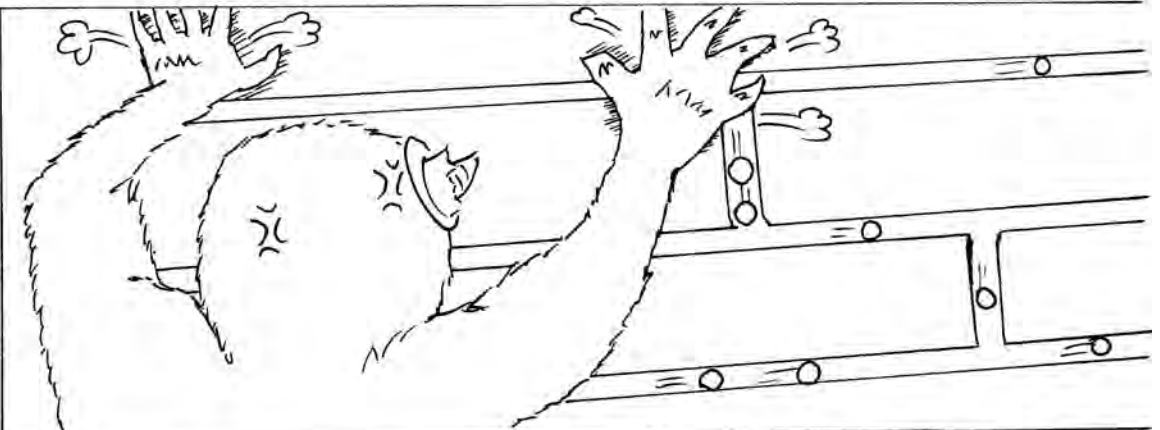
Don't give up! Get up and run!!! Spread out and keep your heads down!

We will go home together!

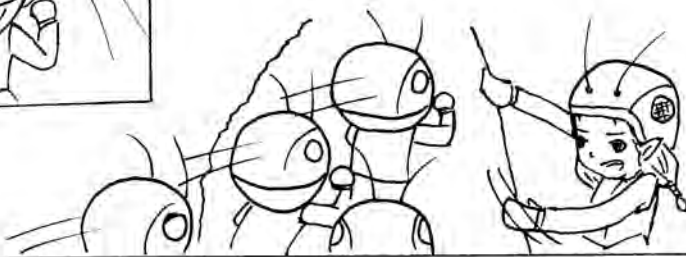




Run! We are
almost there!



Get in! Get in!



Let's go home!

Thank you CAPTAIN!

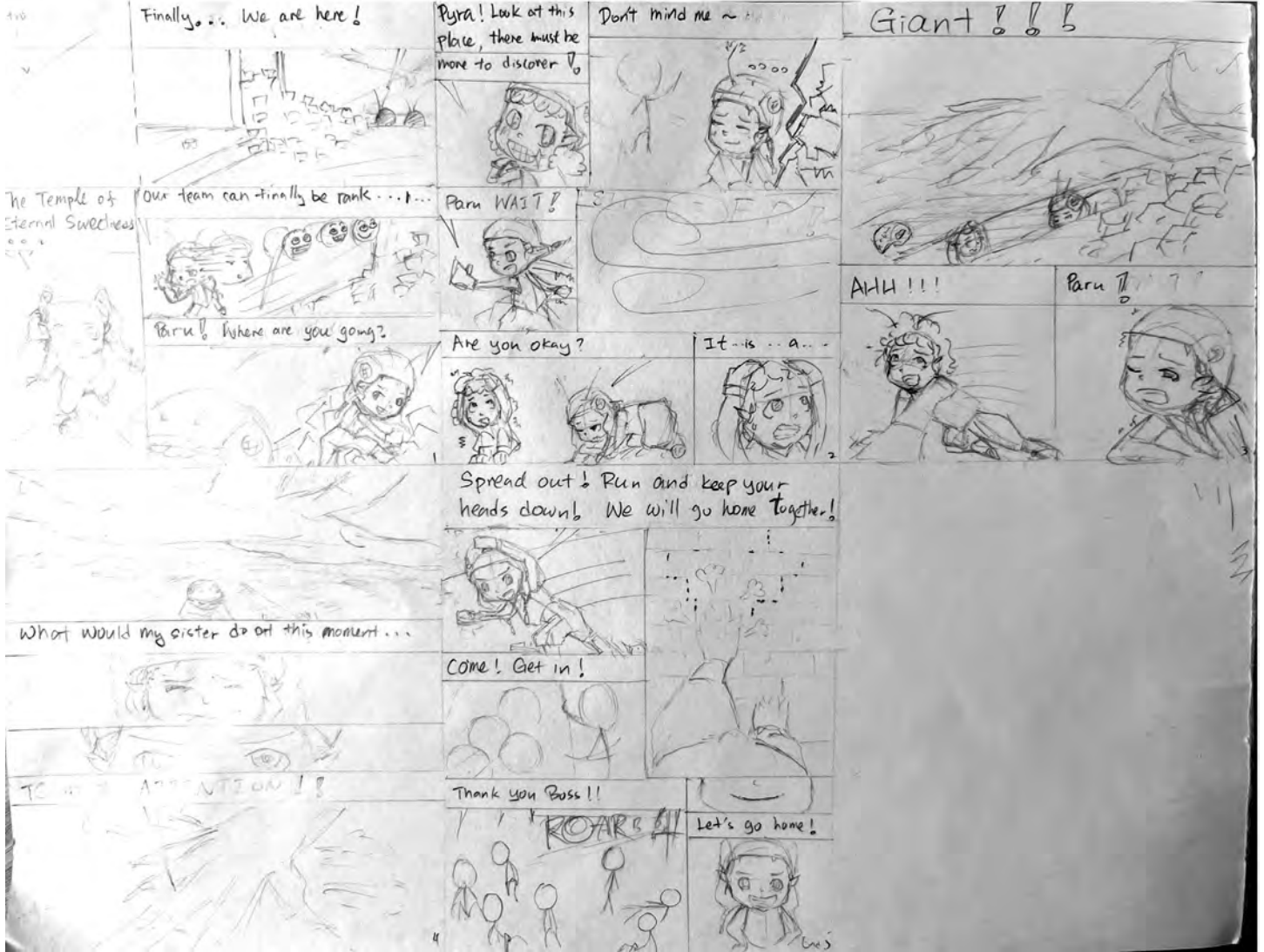
We've made it!!!



ROAR!



The End







the fuZZies

HELLO!

My name's Monica Van; I am a playful person who thinks a lot. Anything beyond that, I'm still trying to figure out. :]

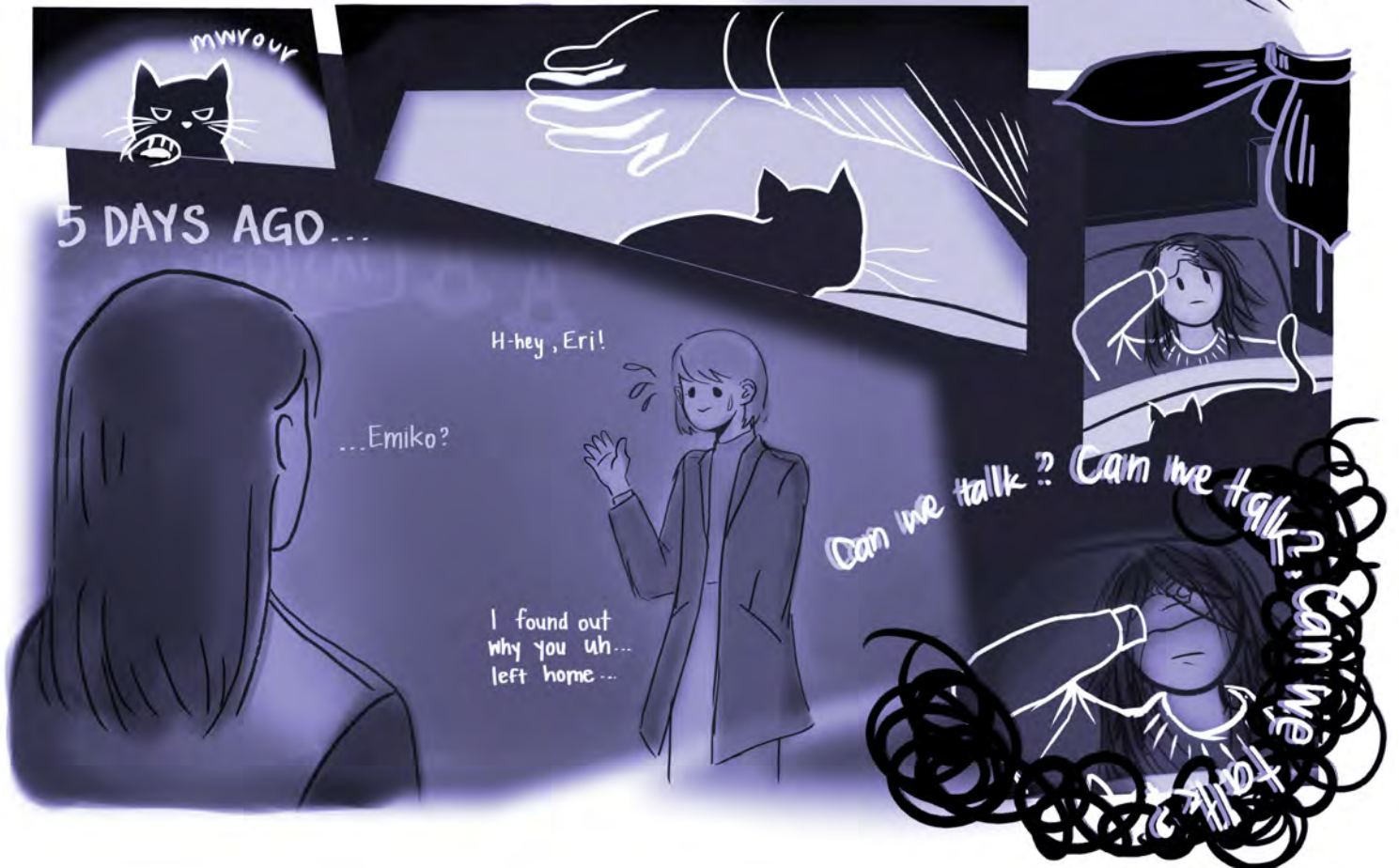
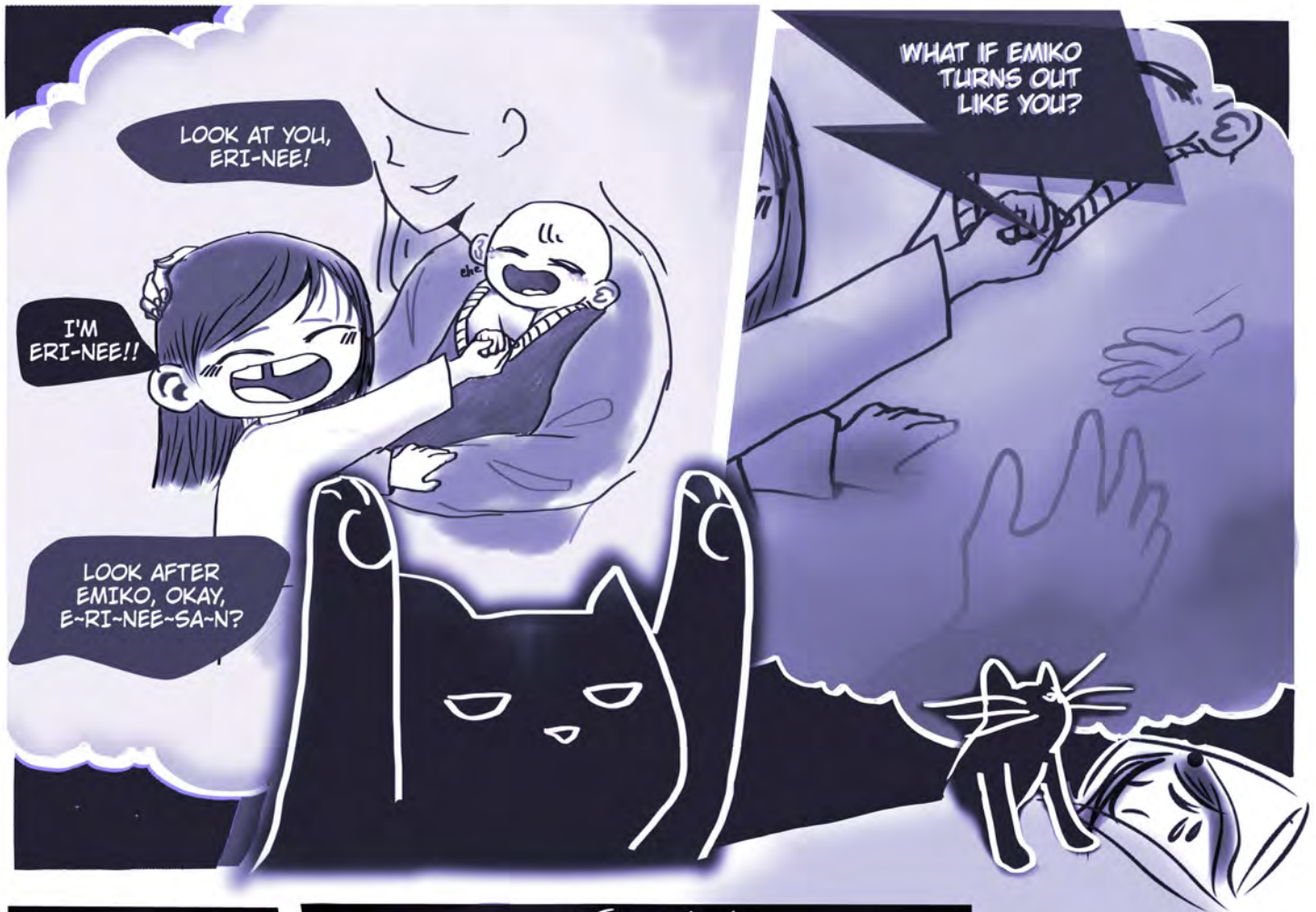
ENTER: ~~EXISTENTIAL~~ ABSURDIST CRISIS

I enrolled in Visual Storytelling to (1) better appreciate the webtoons and manga I often read and (2) check off an item from my "Before I Die" bucket list. I wasn't sure how I wanted to depict emotions like anxiety and guilt in a 5-page story, but in the end, I really loved playing around with the panels and perspectives! A fun mess of a process, this entire endeavor has been a much-needed reminder to me of the phrase:

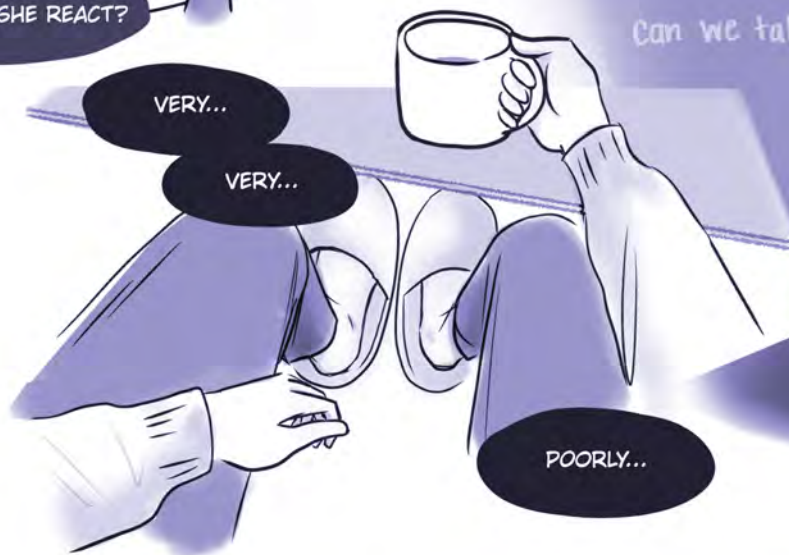
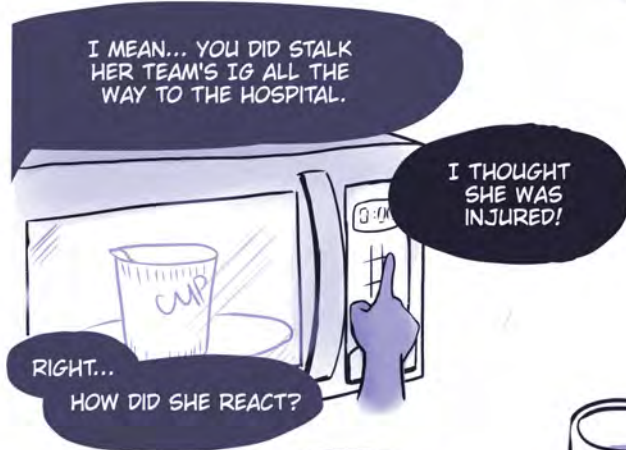
"Make to make sense."

"The Fuzzies"

is a slice of life exploration of two sisters experiencing, (in)articulating, and working with hard feelings. I wrote this story because I got introduced to attachment theory and wanted to process the cognitive distortions that can come from codependency. Friends ("people we can turn to"?), family ("people we return to"?), and reconciliation have also been on my mind lately.



LONG RAMEN



5 DAYS AGO...

Emiko?

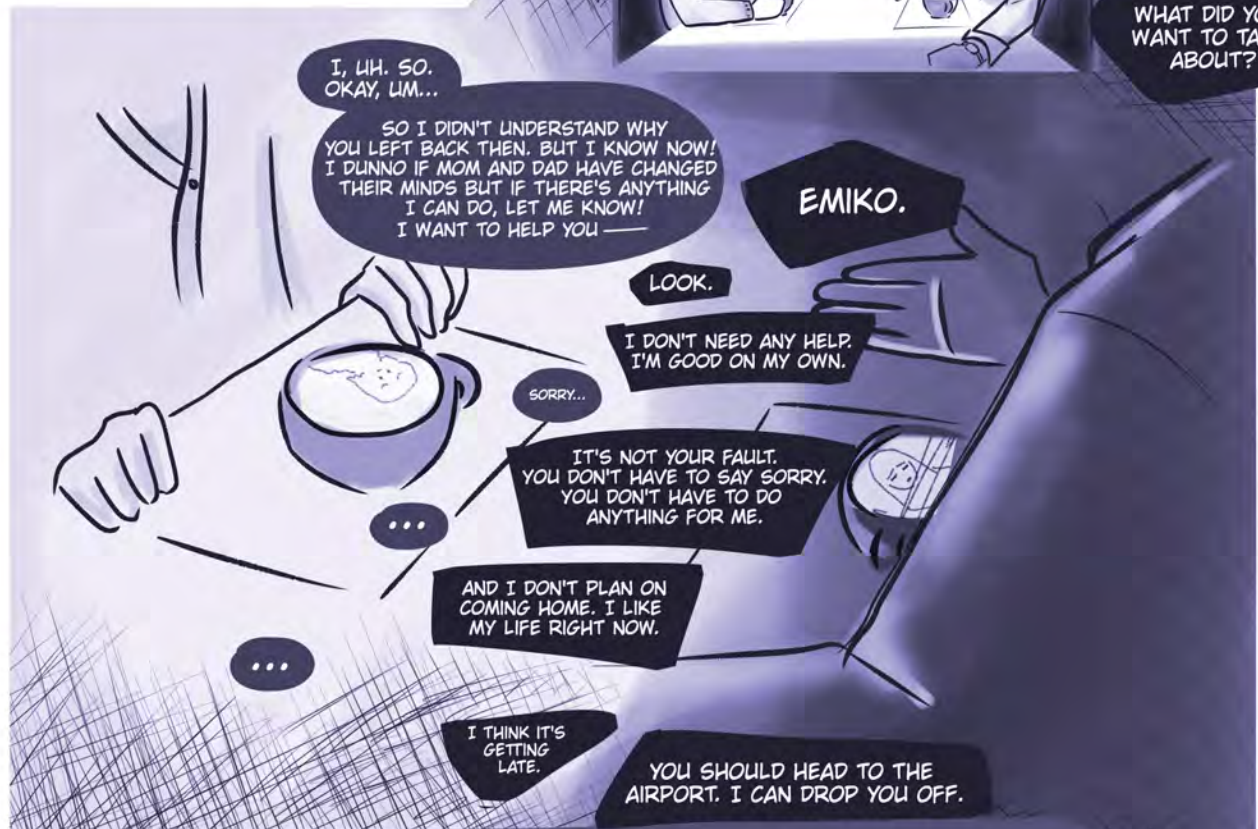
Can we talk?

What...

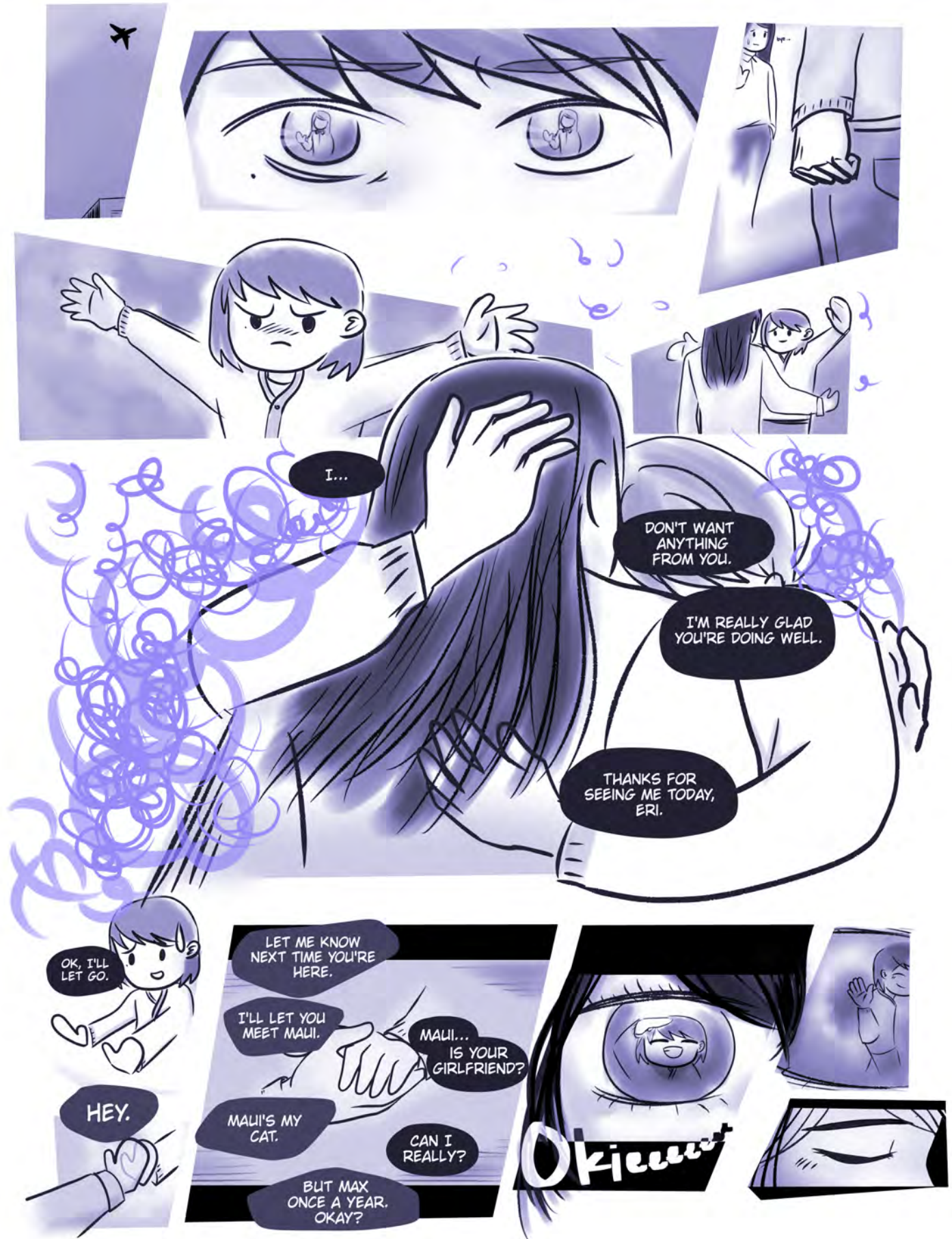
Let me think about it...



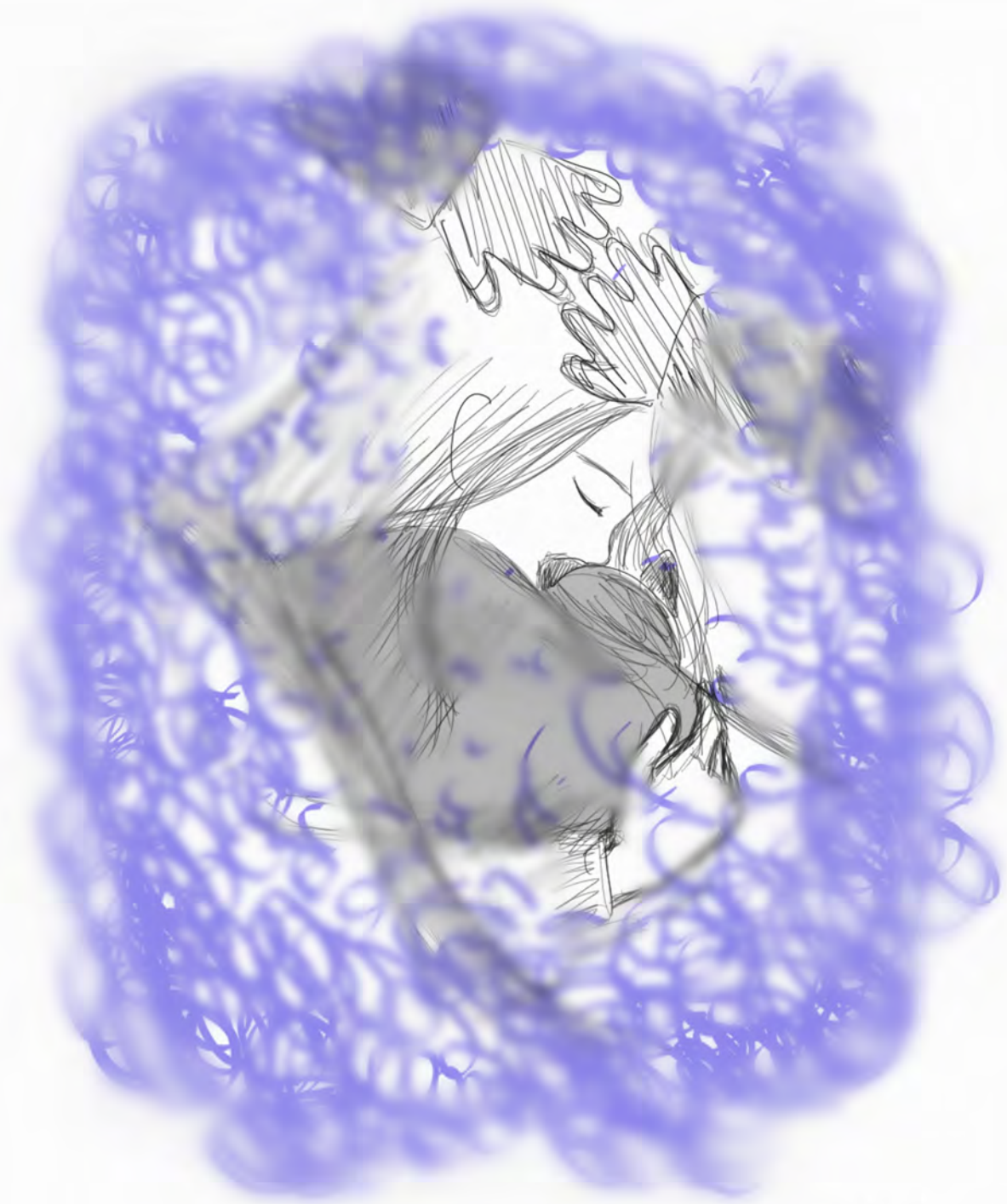
BACKSEAT WAITER



SEE YOU



THE FUZZIES

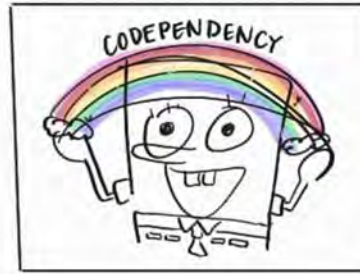


CAST

ERI HIRADKA	Older sister
EMIKO HIRADKA	Younger sister
ROMÃO "MAUI"	Cat
SAAYA	Emiko's friend
YOU	Waiter

EXTRAS

feelings are fuzzy
 feelings are hard.
 Peace lurks in the fumbling,
 Standstills an' art

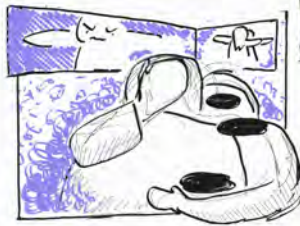


ERIKA "ERI" HIRAOKA

EMIKO "EMI" HIRAOKA



CPR CAT



distant

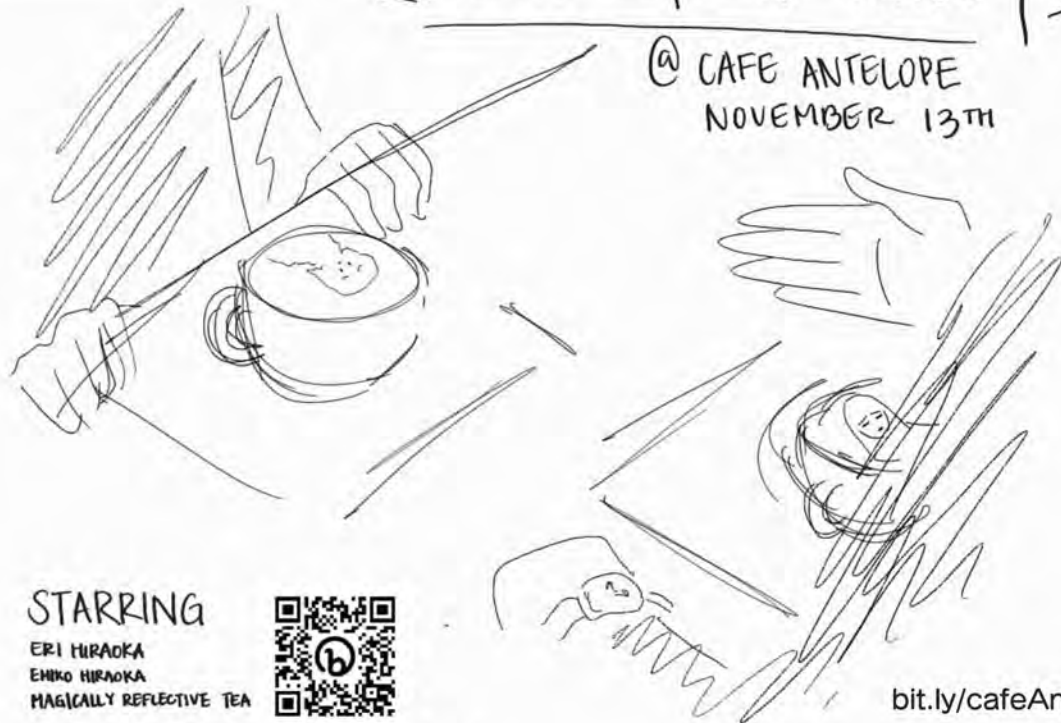


anxious

EXTRAS

Quiet Cups of Coffee

@ CAFE ANTELOPE
NOVEMBER 13TH



STARRING

ERI HIRAKA
ENIKO HIRAKA
MAGICALLY REFLECTIVE TEA



bit.ly/cafeAntelope



DEDICATION

To a friend I loved,
At some point, I stopped trying to see you
as you are and started seeing you as all
the things I couldn't be for you. I'm sorry.
I hope we heal into the people we can love
unconditionally, without fear of not being
enough or of being too much. Yeah?

BEFORE THE AIRPORT...



What time?





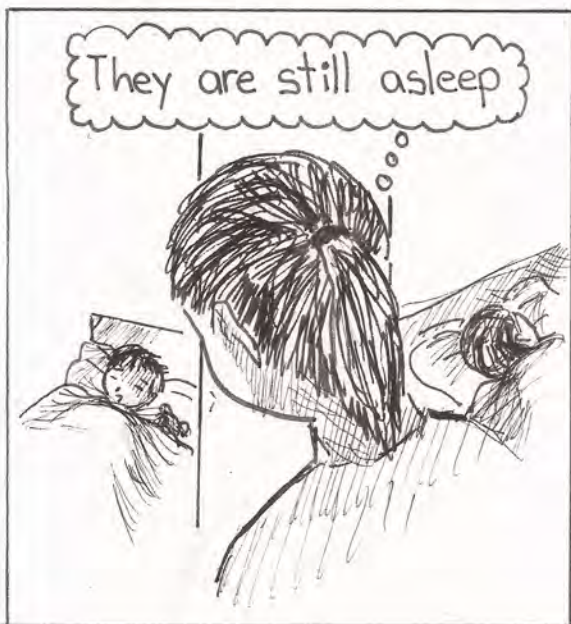
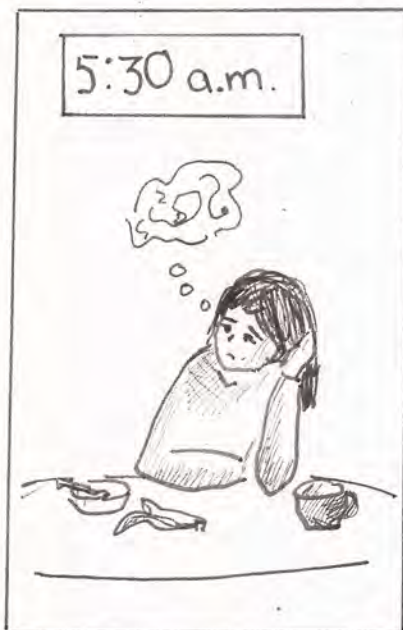
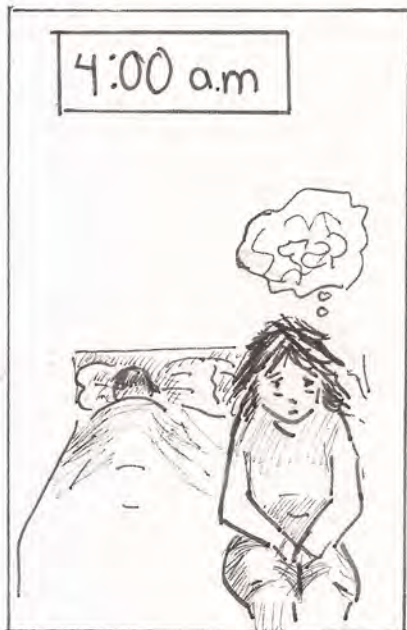
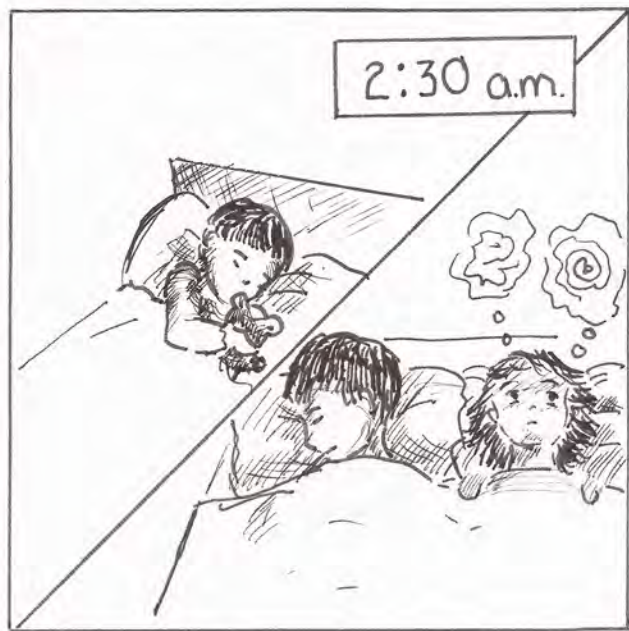
Just one more step

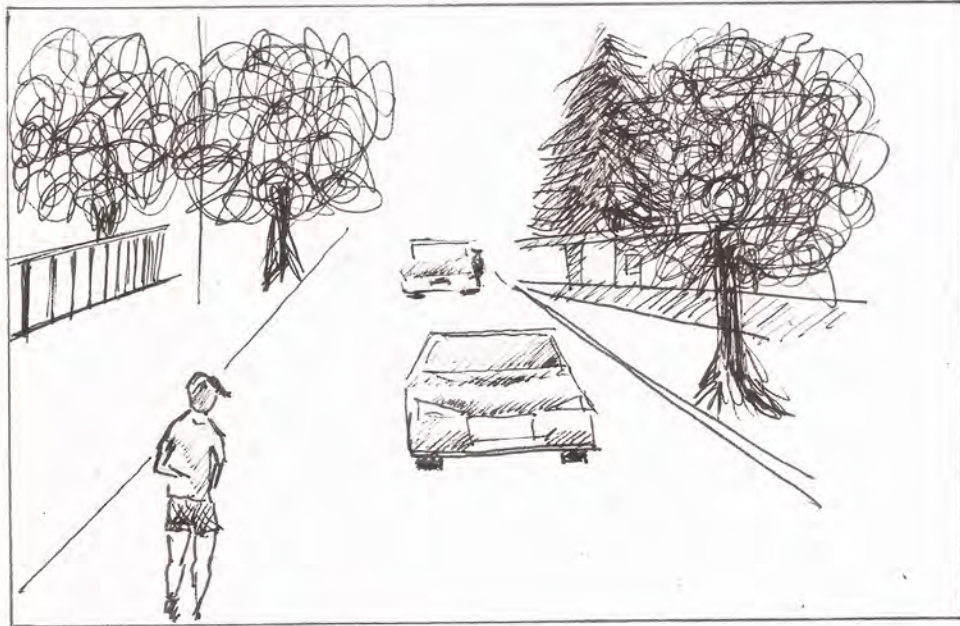
Pilar Astorga

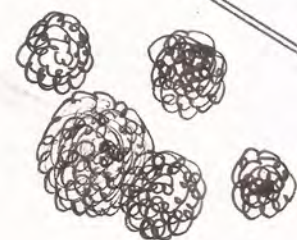
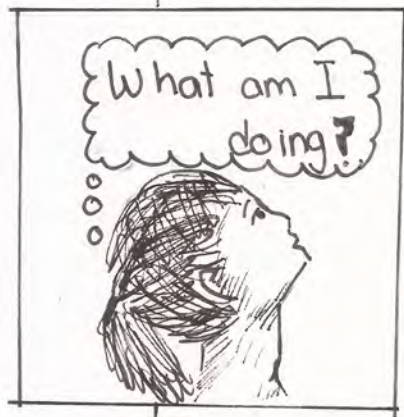
I am Pilar, my background is in engineering, and during my childhood I was one of those kids who always loved to draw. I don't have any formal art background, but I've taken some drawing classes since it still brings me joy.

In particular, I took this class (Creating and Publishing a Graphic Novel) to improve the conveyance of my ideas in a clear manner by using words and images. In the future I would like to continue exploring this visual storytelling as a medium to communicate more freely.

Just one more step is the story of a woman that feels down physically and mentally. She convinces herself to go out for a run by accepting that she can come back home anytime. What I like about the story is that it doesn't matter if she only takes one step out and comes back. That step would be something! Even if she only opens the door and takes her head out to feel the air, that is a gain. And that would be wonderful.







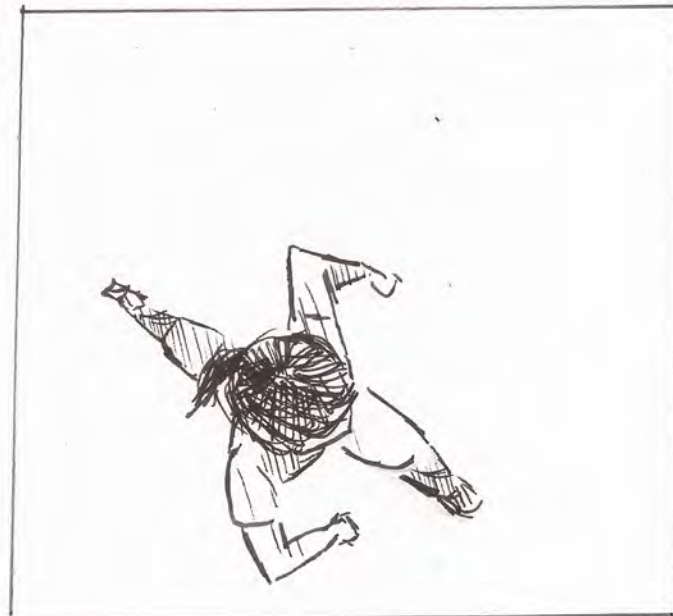
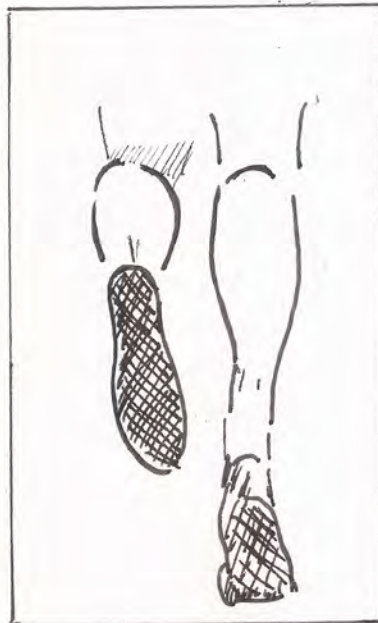
Do I need to go
to the store?

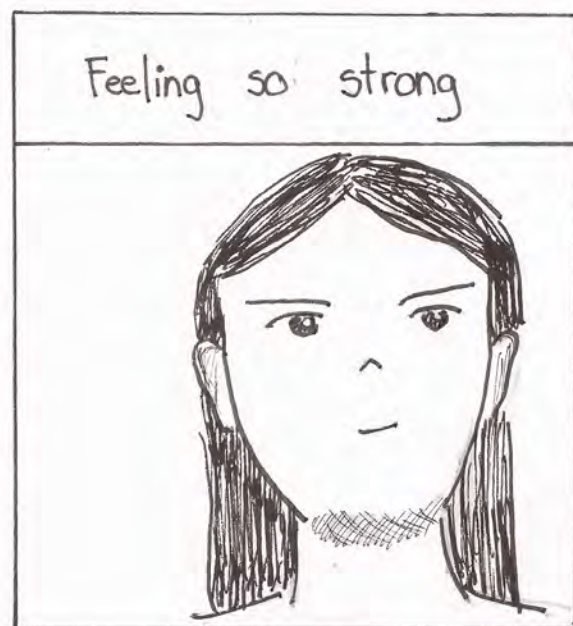
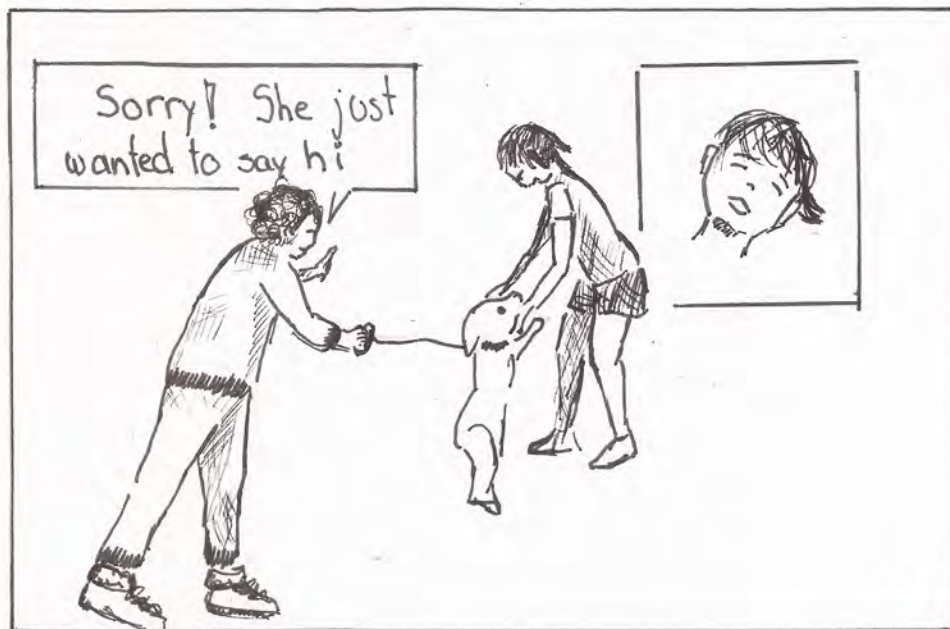


What time is the
meeting?

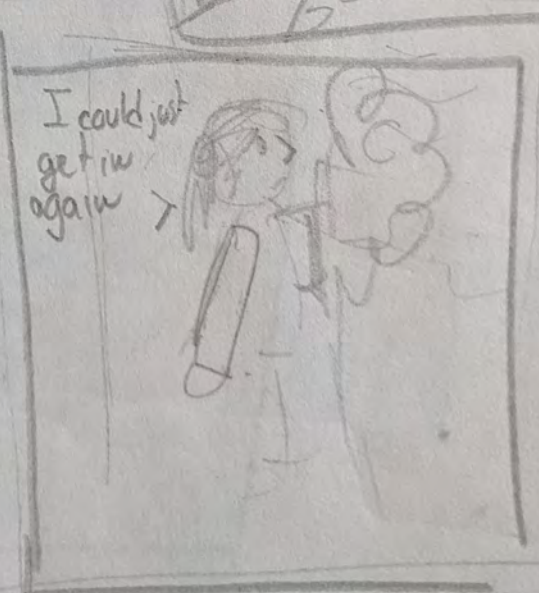
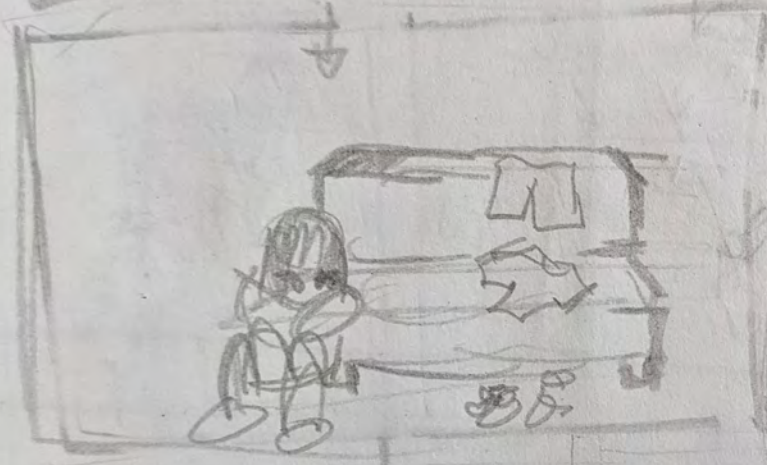
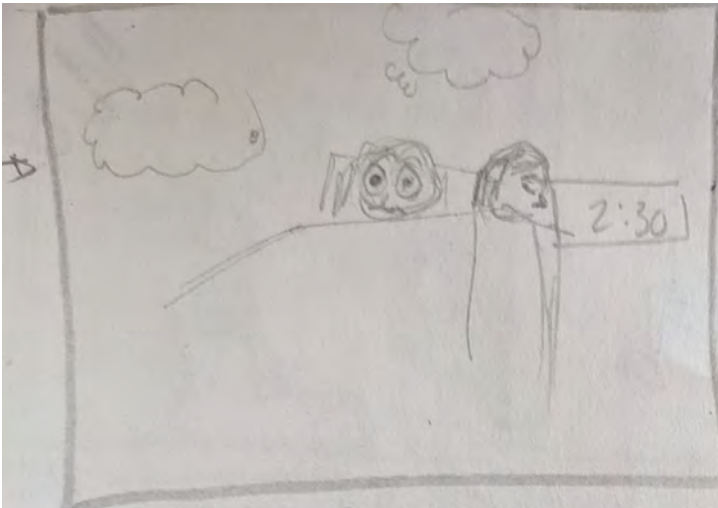


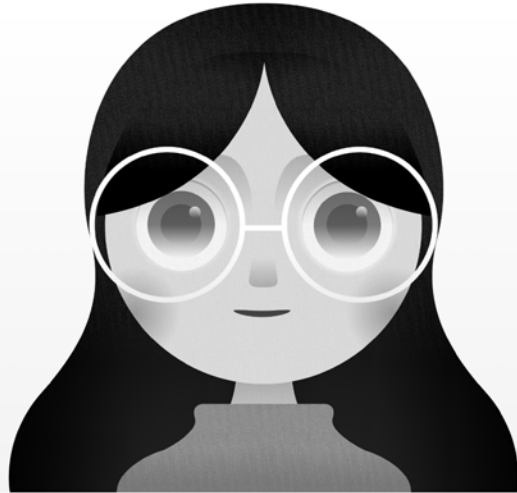
Is it
today?











Parrot

My name is Zoe. Being able to tell stories through my imagination and illustration has been a dream of mine since I was a kid. I can't believe it took me 27 years to accomplish this insignificant yet ambitious task!

I chose this class because I knew it would give me the structure and tools I needed to approach this unique creative process systematically and stay committed till the completion of my first 'graphic novel'.

I created the story 'Parrot' because I wanted to explore the hopes, needs, and emotions of women who are in a dysfunctional relationship.

www.zoechung.com



Growing up my parents told me that I'm precious and that I deserve all the world's happiness. Is that still valid once I've become someone else's wife or mother?

Please... help.
My wife...

disappeared...

What should we do
with this plant? It's
turning yellow.

I often feel irrelevant in
this household. Why does
he ignore me?

Time passes slowly in
this apartment.

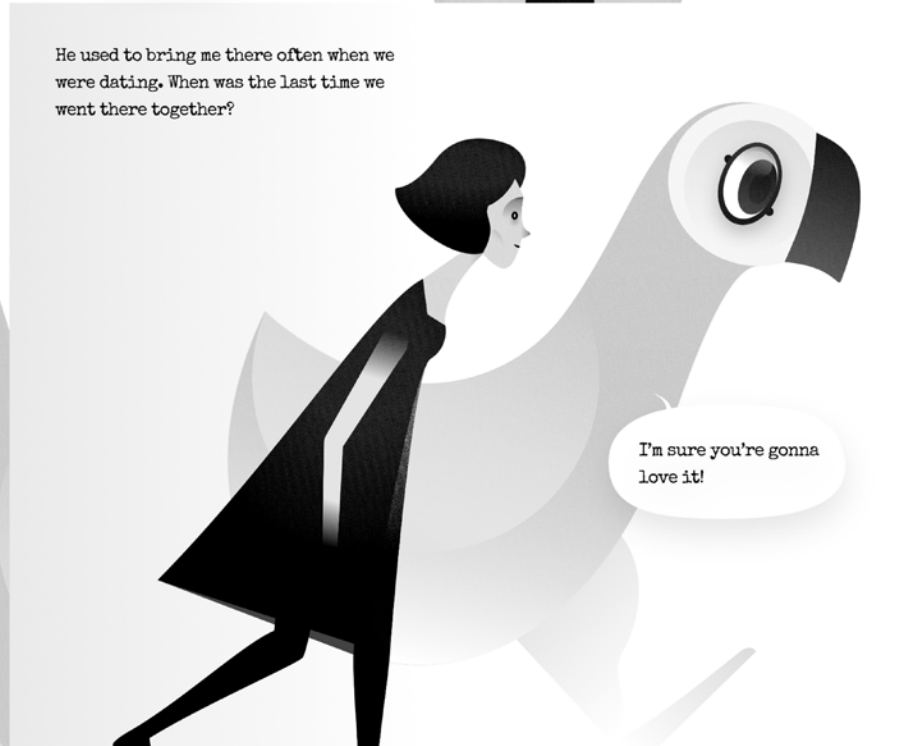
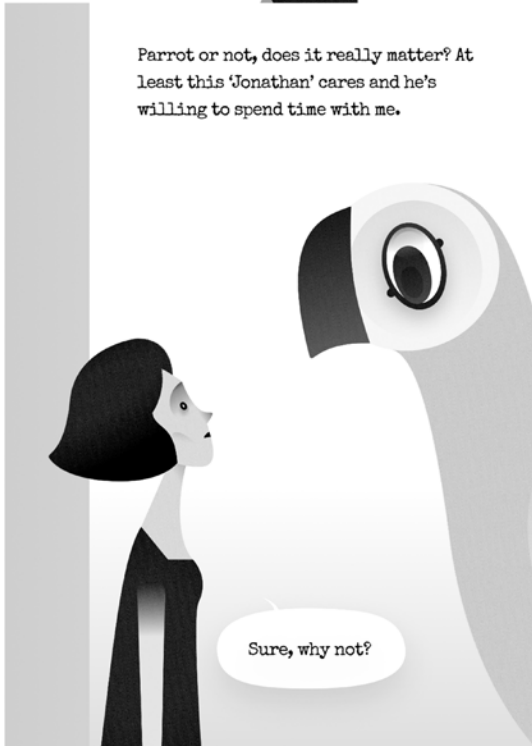
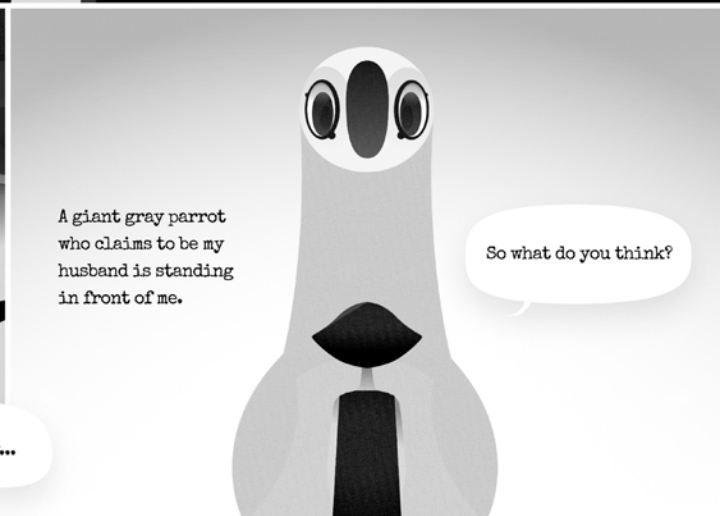
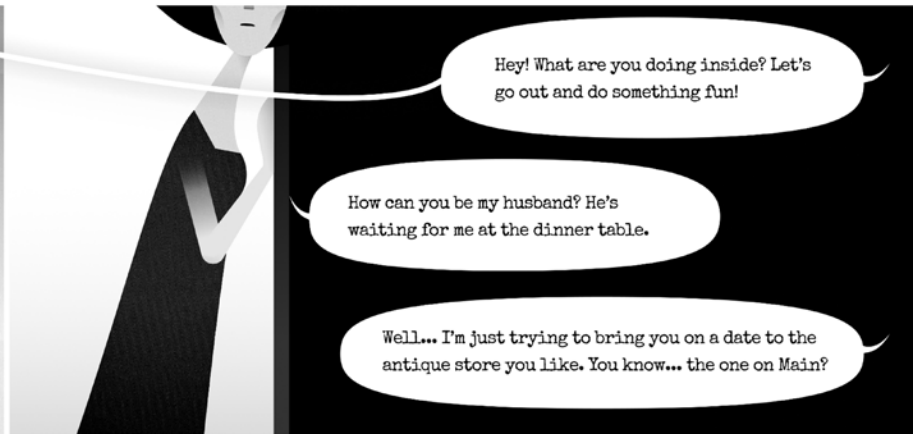
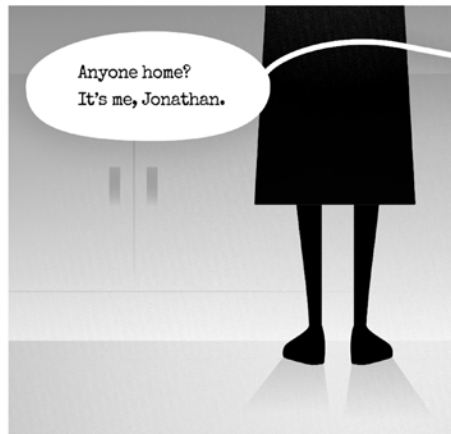
I wish one of us would
say something.


Loneliness engulfs me.

"Parrots are flock animals known for their sensitivity and curiosity. Parrots mate for life, in fact many of them treat their owner as a life-long partner once they bond with them. Parrots live a long life, the average lifespan of a parrot varies from 15 to 50 years. Parrots are intelligent, musical, and social. Many of them can dance, sing, and even mimic speech. Bonding with a parrot

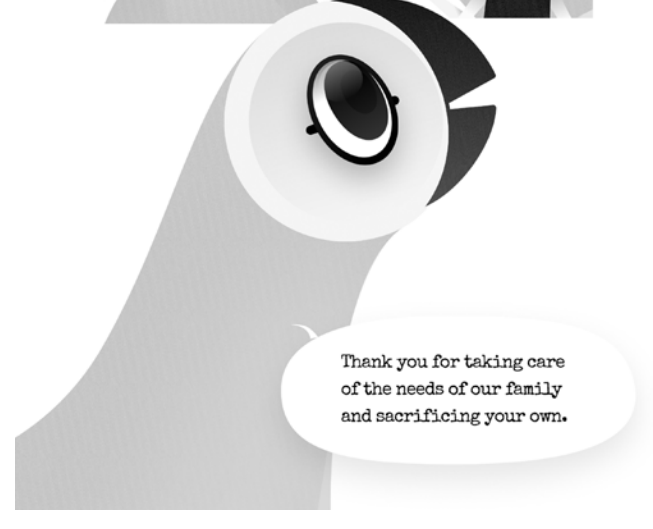
Parrots are intelligent, musical, and social. Many of them can dance, sing, and even mimic speech. Bonding with a parrot means having a life-long companion that will always be affectionate, entertaining, and ready to socialize."

Aren't parrots lovely?
That night, I had a
very strange dream.





The record player fills the entire antique store with a soulful melody. Her dress flows as her body moves through the isles of antique vases in brisk dance steps. Moving his torso left and right in a smooth motion, the parrot starts singing a song she loves.



Thank you for taking care of the needs of our family and sacrificing your own.



06:30



One night, Jonathan asks me if I want to stay with him forever.

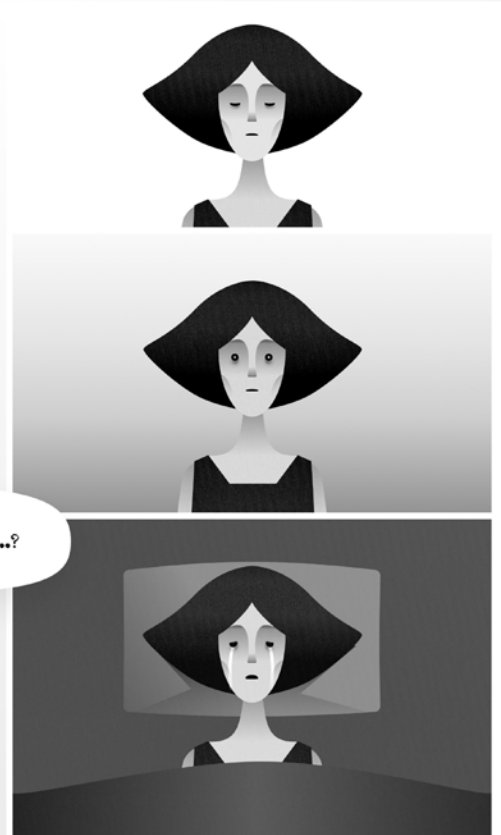
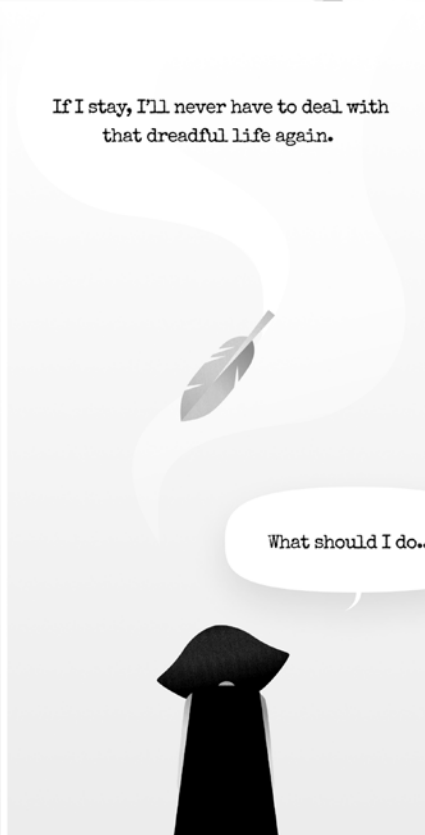
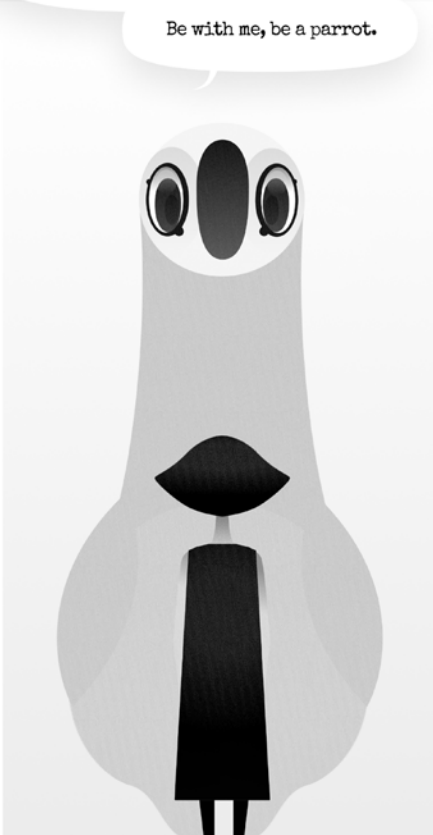
In this dream, we can dance to our favorite music, sing to the most romantic love songs together like a pair of love birds.

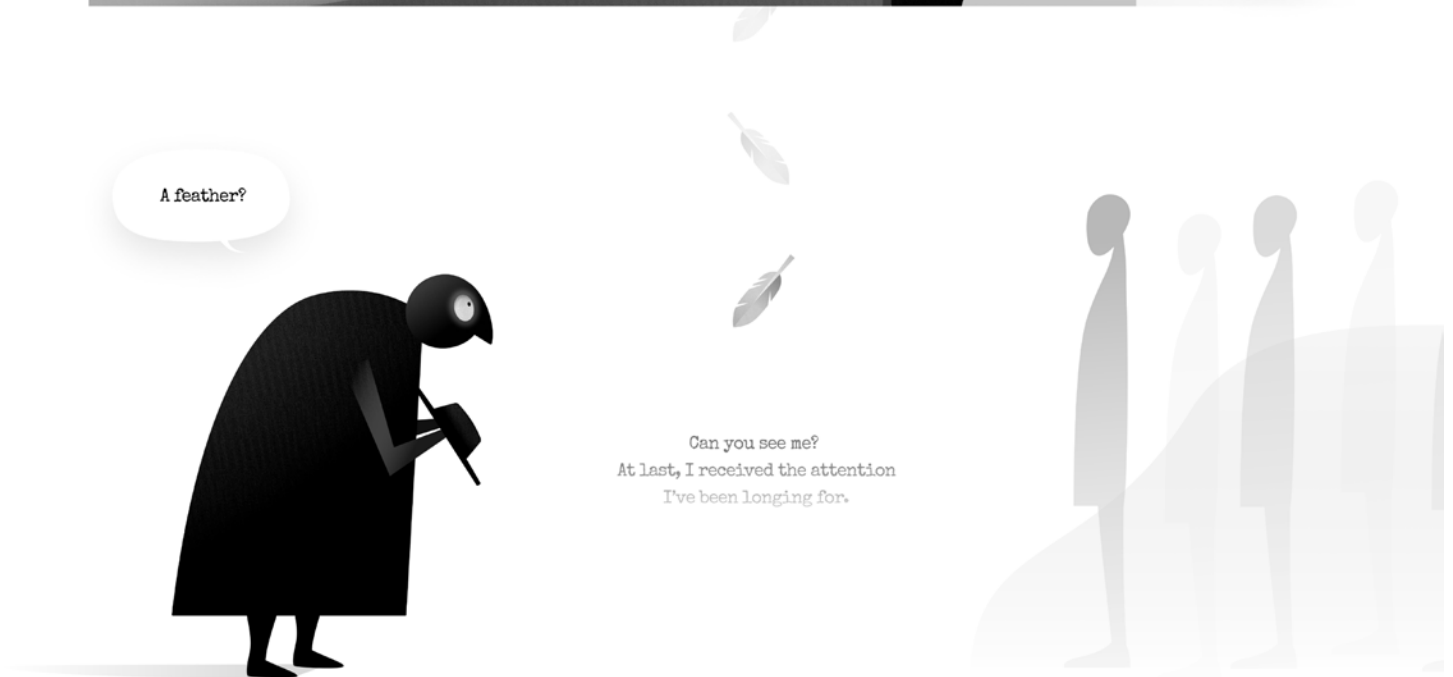
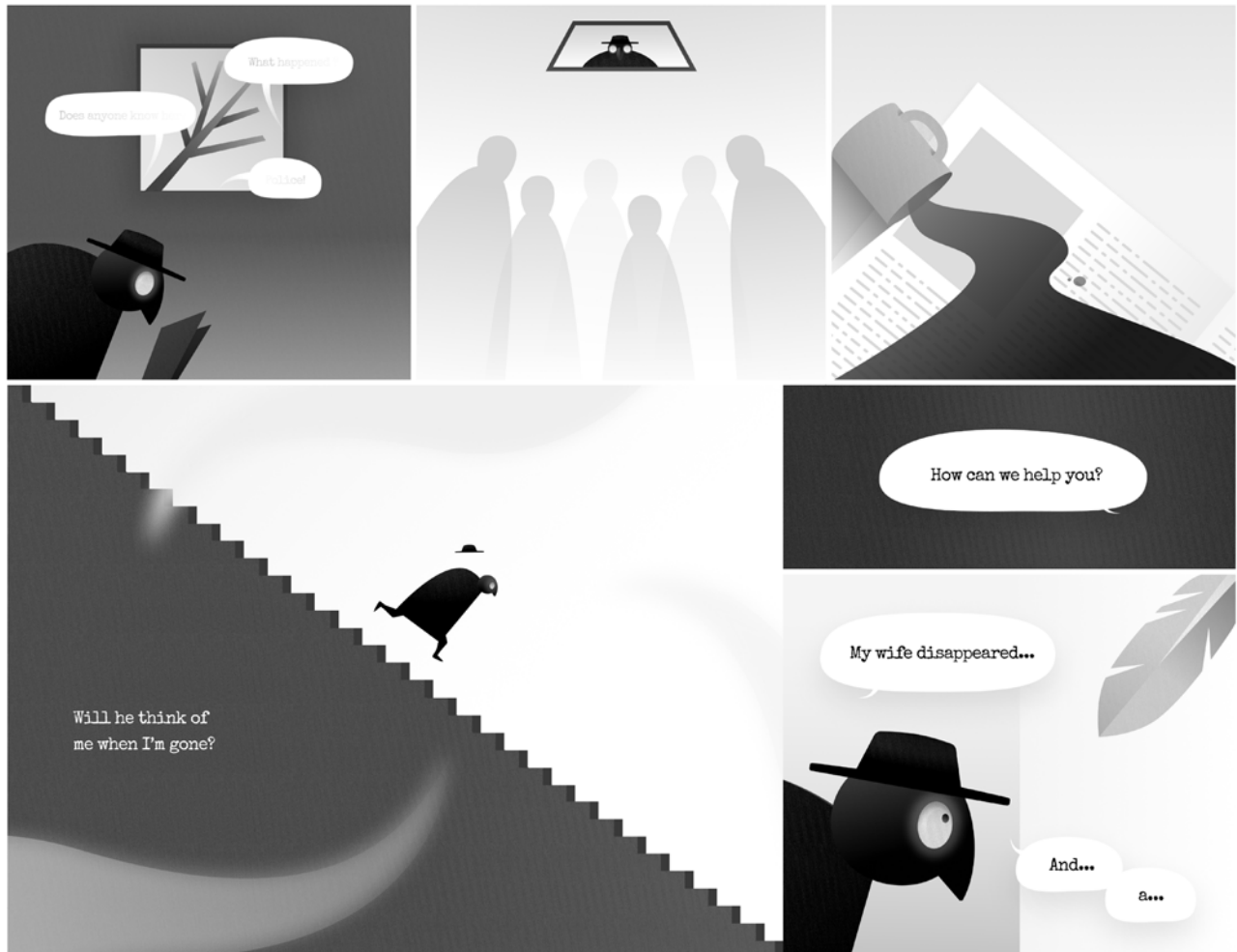
Why do we have to separate every morning? Is that place without me a better place? I can't live without you.

Be with me, be a parrot.

If I stay, I'll never have to deal with that dreadful life again.

What should I do...?

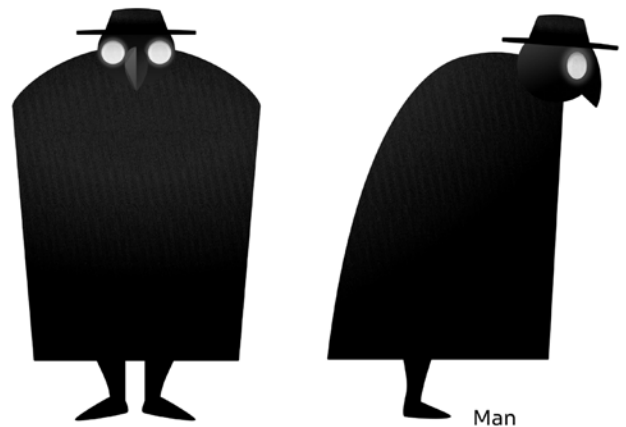
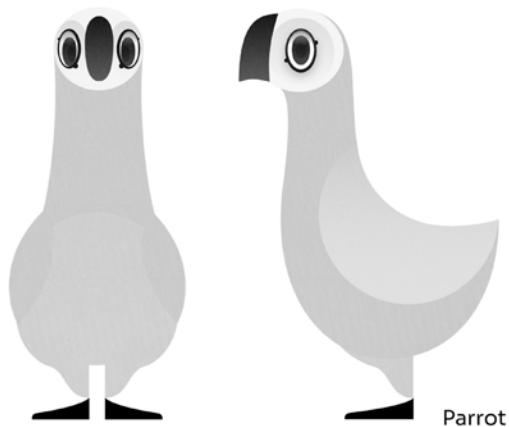
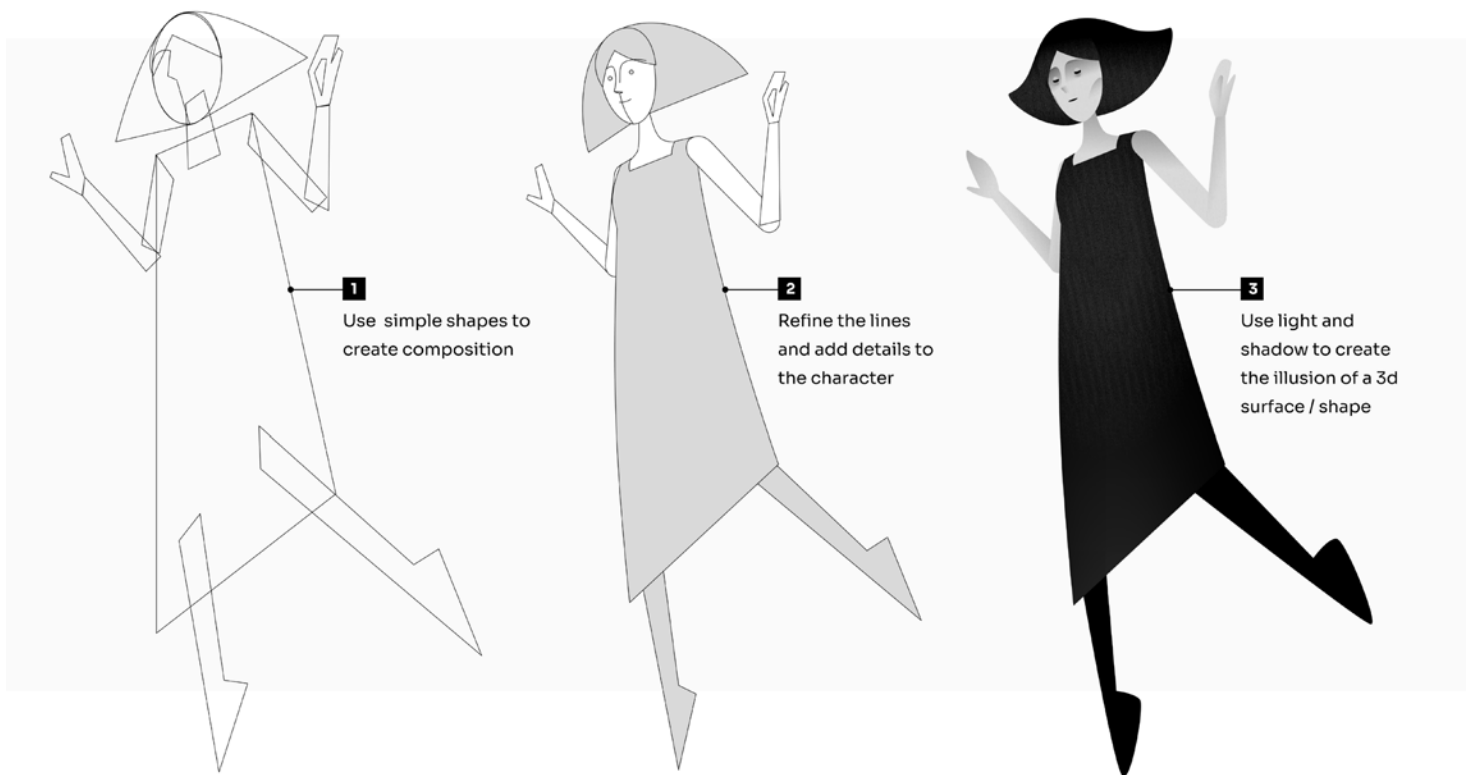
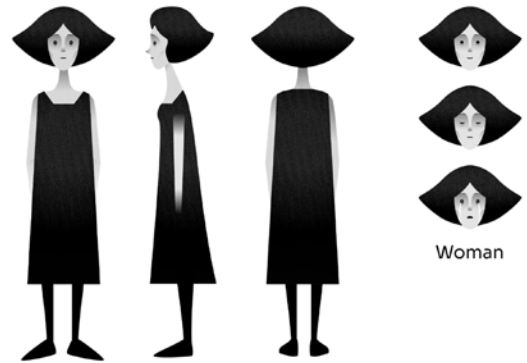




May all the daughters, mothers, and wives have the freedom to pursue their own happiness.

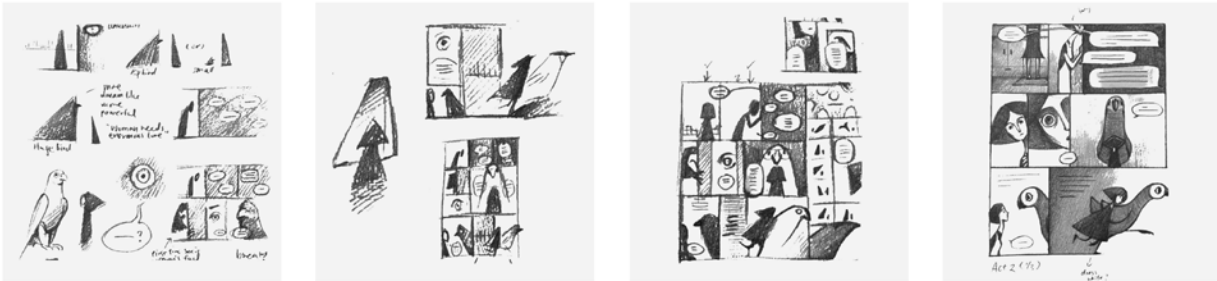
My Creative Process as a Lazy Perfectionist

I like vector art because it allows me to quickly duplicate shapes and textures without drawing something new for each panel. But it's also because I'm a perfectionist and I want to have full control over all the visual elements in my work. To ensure the elements are as close to my vision as possible, I only digitize a component or scene after I've created the perfect pencil sketch on paper. As an artist, I prioritize efficiency, consistency, cleanliness, and simplicity.



1. Thumbnails

Each scene goes through dozens of iterations before reaching a satisfactory result.



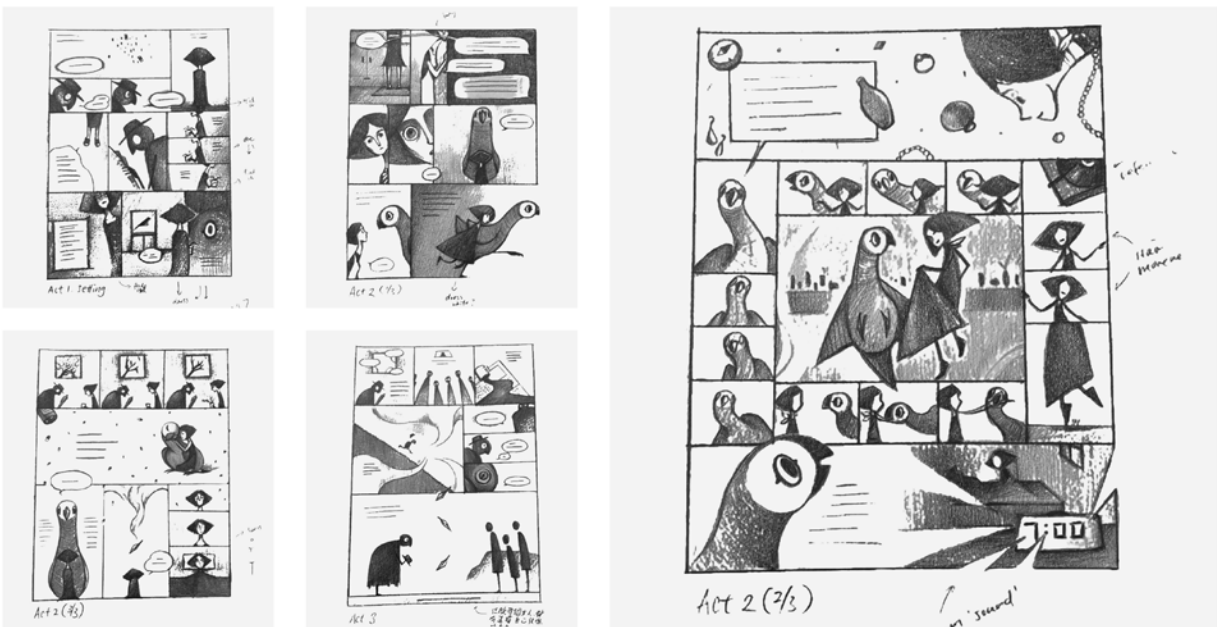
2. Character Design

All the characters are constructed of simple, symmetrical geometric shapes and patterns.



3. Page Sketches

Details such as shading, characters, and speech bubbles are added to the page sketches.



Class exhibition of the graphic novel
Palo Alto Art Center's Studio Gallery
January to March 2023.







Danièle Archambault, Ph.D., is an artist, a researcher and author using visual storytelling (graphic novels, graphic memoirs, comic books) as a way to document a society's cultural and linguistic landscape. Originally from Montréal (Québec), where she was a tenured professor in the Department of Linguistics at the Université de Montréal, she moved to Palo Alto twenty years ago. In 2009, her interest in comic books, graphic novels, and the European genre, *bandes dessinées*, led her to attend a course at Stanford University on how to create a graphic novel. She discovered an engaging and powerful way to reach people and document culture, language, and life. Since 2010, she published over nine comics and graphic novels: *she Stairway stories* series, *Québec-California*, *La sobriété volontaire (A Year Without a Drink)*, *Calendrier de l'Avent et du temps des Fêtes*, *Smiling through the mask*, *Rire sous masque*, etc. She also edited or co-edited several collaborative comic books, and artist books. She has had solo exhibitions and group exhibits (juried) in Canada and in the United States. She is a regular guest speaker on documenting culture and dialects through comics at various educational and cultural institutions. Ms. Archambault teaches graphic novel and illustration classes at the Palo Alto Art Center and other educational venues in the Bay Area, focusing on the art of visual storytelling. She is the co-founder with Ms. Anne Dumontier of the educational program *French Language and Culture through comics*, in Northern California. From 2014-2022, she has been an artist-in-residence in the Cubberley Studio Artist Program, a program of the City of Palo Alto. Ms. Archambault's artwork also includes series of drawings and paintings, created using traditional art form like watercolor, pastels and color pencils as well as digital art, using a graphic tablet and a computer. Her latest work includes various series like *The Art of Procrastination*, *Life on their own*, *Reflections on Art* and the adaptations of some of Lafontaine's fables.

Creating and Publishing a Graphic Novel

Palo Alto Art Center. Tuesday night 6:30-8:30 pm

Sept. 13 to Nov. 15, 2022

A 10-week class for adults (18 and up)

Wake up the great
storyteller in you!

Experience the excitement of
creating and publishing a
collaborative graphic novel!

Develop your
personal toolbox for telling stories
that will resonate with audiences

Learn the fundamentals of visual
storytelling including storyboarding,
thumbnailing, character design,
picture composition, camera works,
page layouts, etc.

Additional topics include book
layout, cover design,
promotion, and publishing.

Students can choose to work
with traditional or digital tools
(must bring own laptop/tablet).

All levels welcome!

Following the class, an exhibition of the graphic novel
will be held in the Art Center Studio Gallery.

Instructor: Danièle Archambault, Ph.D.

Registration and Information: Palo Alto Art Center (650) 329-2366

Online registration: [CityofPaloAlto/Enjoy](https://www.cityofpaloalto.org/enjoy)

Danièle BD Comics



Danièle BD Comics



Lynn Krug



Monica Van



Kai Ho Edgar Cheung



Zoe Chung



Rocio del Pilar Soto Astorga

passages. visual journeys

Collaborative graphic novel