

In this lesson, we will learn...

How to tell a story about heritage in a different way, as with comics, means taking a series of facts and testimonies from the past and making them alive and appealing.



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What is conflict

Conflict is a clash between characters, or between a character and the environment.



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Every story has a character, the protagonist, at the beginning, followed by their difficulties which jeopardise the initial status; even falling in love jeopardises the initial status.



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At the end of the story the protagonist will no longer be the same as before; from being single he/she will have become part of a couple.



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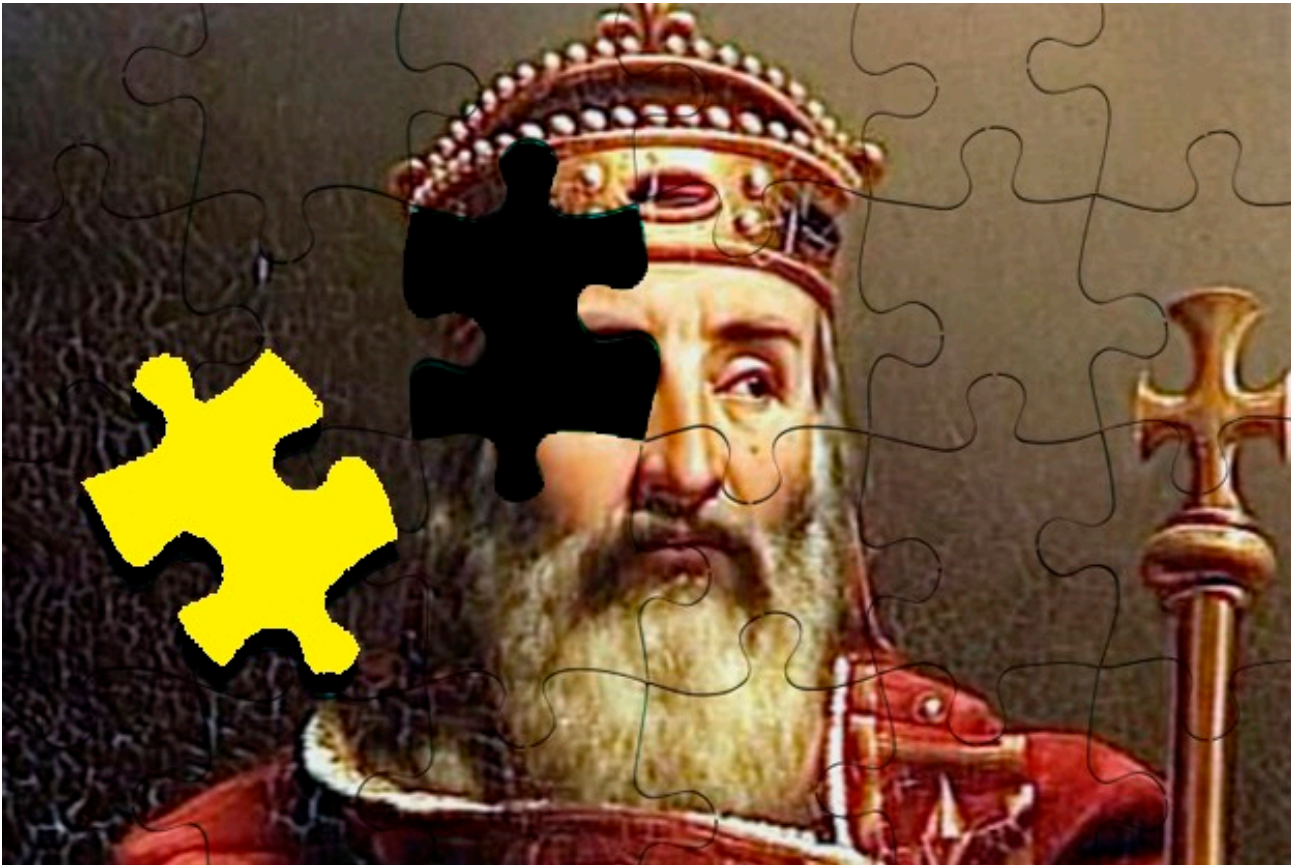


Canonical stories always tell of a hero slaying a dragon, of the clash between 'Good and Evil'.



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A story with a historical context may seem binding compared to an invented one, but history often has partial knowledge of the facts, which gives room for invention.



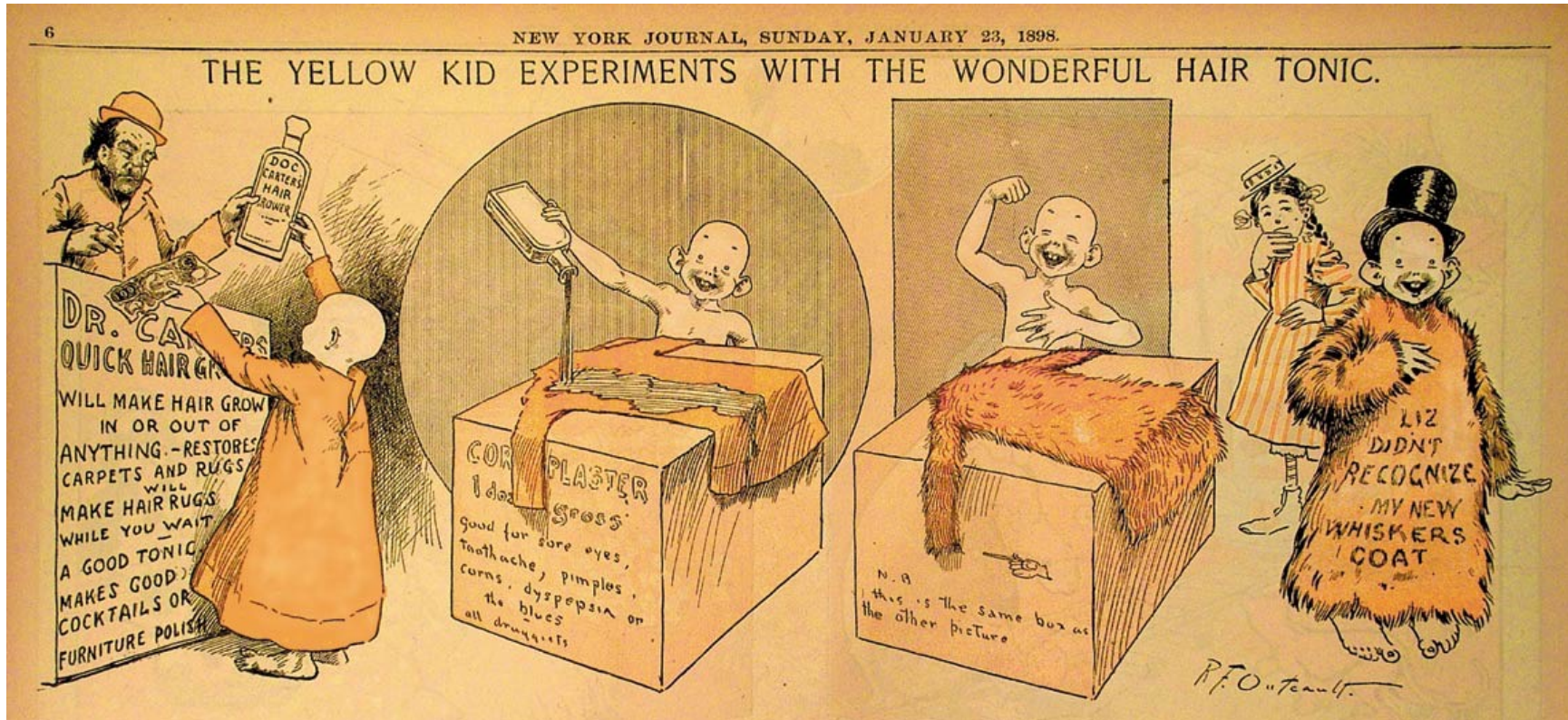
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Inventing characters means inventing personalities, dreams, desires, fears, memories, experiences and so on.



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Comic strips were born in the format of comic strips, which presented small gags and sketches occupying the space of four panels



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In the space of four panels the possibilities of development seem few, but there is a structure that regulates the narrative rhythm of the strip.



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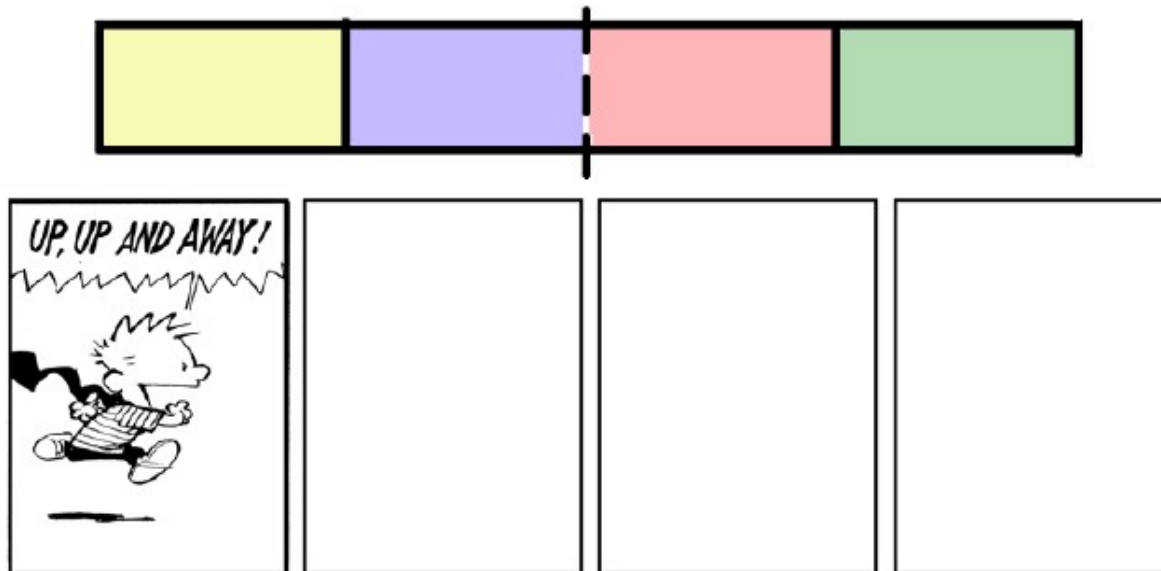


Panel 1: Context. Where are we and who is the protagonist?

Panel 2: Goals. What does the protagonist want?

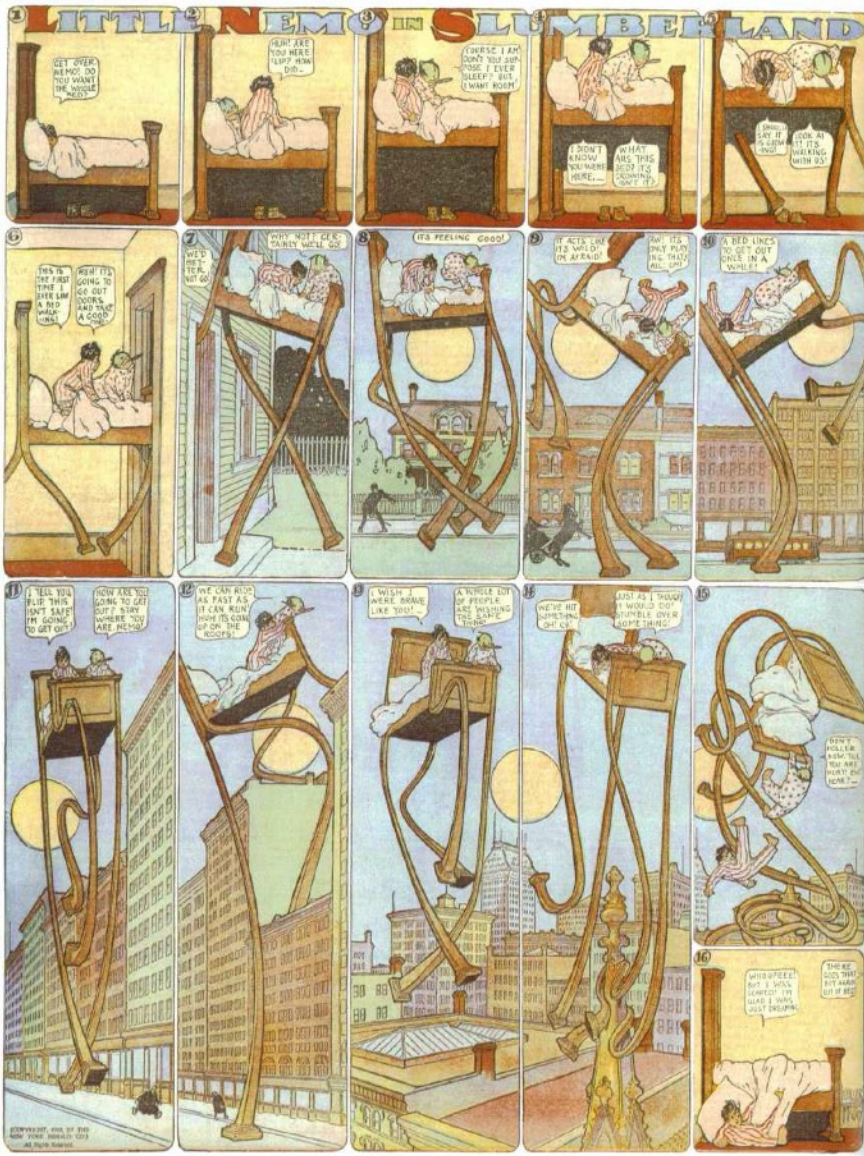
Panel 3: Conflict. Who is his dragon?

Panel 4: Resolution. How is the conflict resolved?



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In the evolution of language, the Sunday page, composed of several strips, has widened the possibilities of deepening the story, but seriality has remained part of the media's DNA



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The limit of a few pages, however, does not allow for the development of many characters and particularly complex events, so seriality has remained firmly in the media

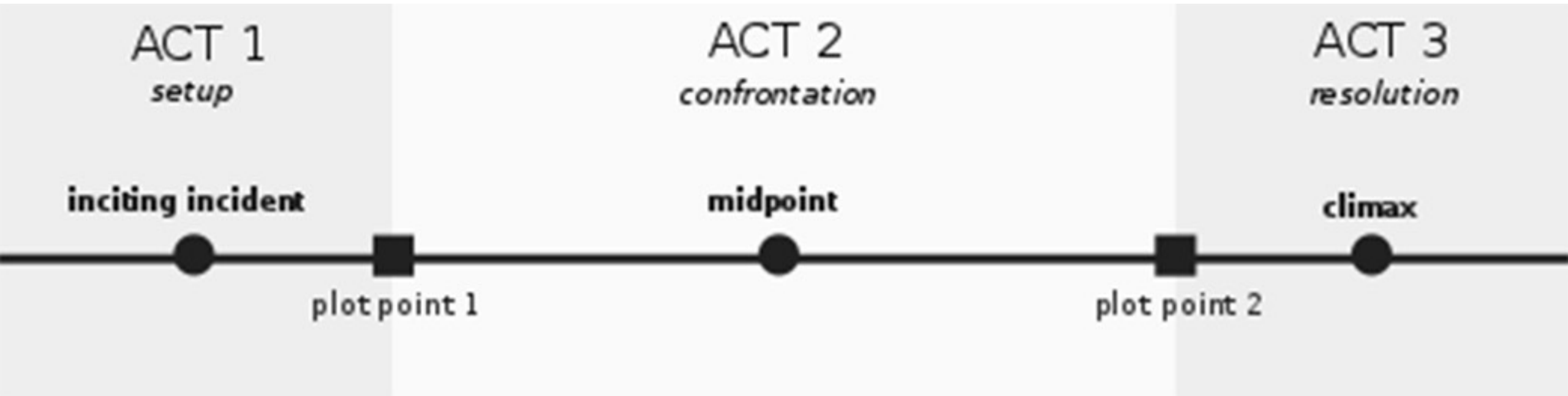


Without the space limits, you can go into the main aspects of the context, go into detail and develop more plots and stories with more characters, and important topics

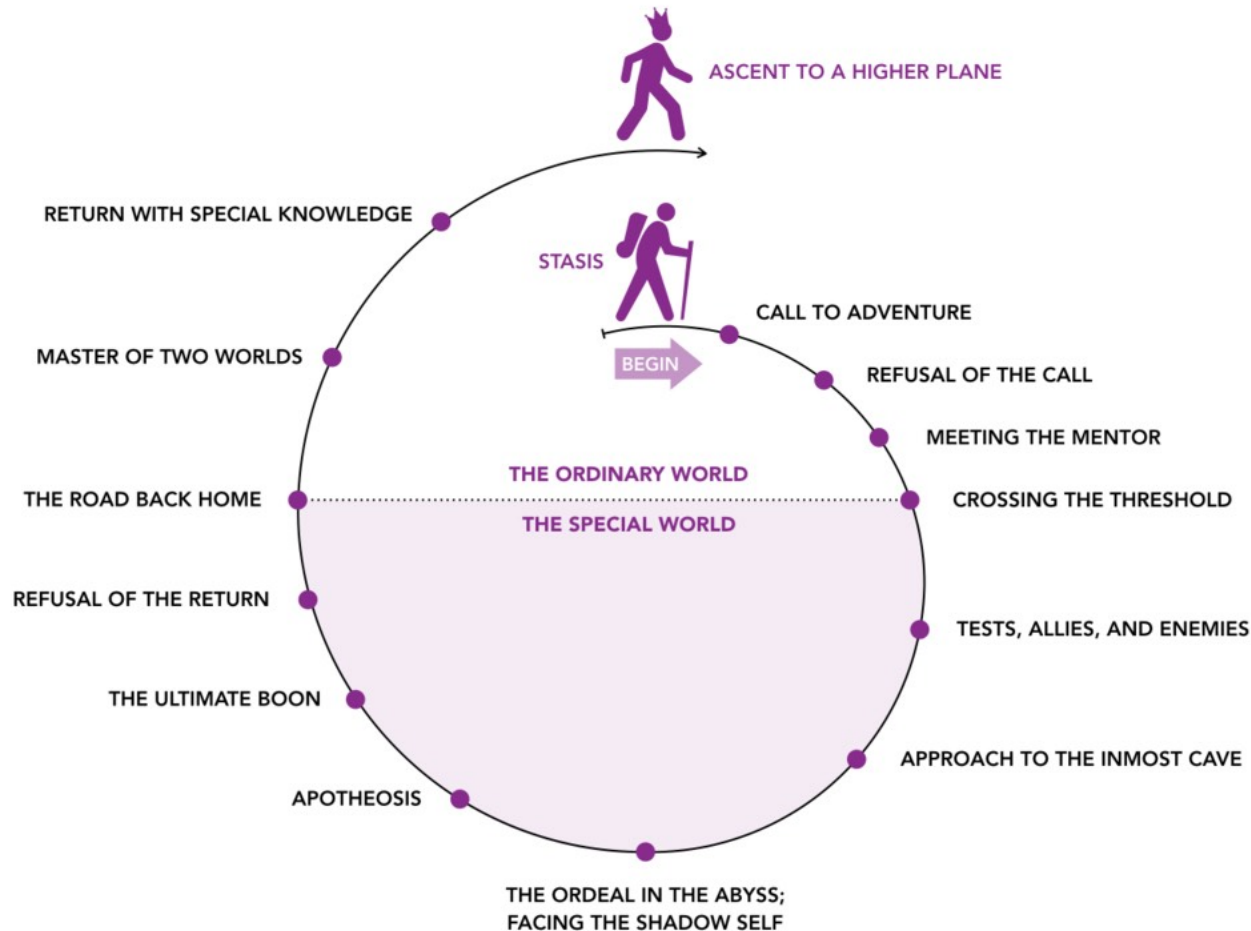


The structure in three acts

The first to talk about the three-act structure was Aristotle, analyzing the Athenian theatre production



Born out of Joseph Campbell's studies on mythology, the twelve-point structure known as: The Hero's Journey, known through the text of Christofer Vogler, a consultant at several Hollywood studios



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Conclusions

My advice is to outline the protagonist, his goals and then decide how he will feel changed at the end of the story.



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Conclusions

Finally, it is advisable to write the story in list form rather than in a discursive manner.



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CREDITS

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