

## Visualizing *A Raisin in the Sun* Project

While plays are meant to be heard and seen, they are rarely taught with an emphasis on the visual depiction in high school classrooms. We analyze the words by reading, discussing, and writing about them, but we don't study the images the performances produce: costumes, lighting, set design, actor placement, body rotation, etc.

**Directions:** We have already studied the words of Lorraine Hansberry, so for this project you will examine the visualization of *A Raisin in the Sun* by using another image-based literature: comics. You will use your knowledge of comic and play mediums to create a creative, well-written comic that correctly and effectively employs each of the comic elements that we studied: sequential art, panel transitions, pacing, lettering, coloring, character development, and plot structure. Select one of the following comic based projects and follow its corresponding steps to show an in-depth analytical understanding of the characters, scenes, and themes of *A Raisin in the Sun*.

### **Project Option 1: Series of Comic Strips Developing a Character**

- /10 points Write and draw at least 7 comic strips
- /5 points Develop 1 character through their most defining scenes
- /3 points Each comic strip reveals a new aspect of the character
- /2 points Each comic strip should follow the 3 act structure, spanning at least 3-4 panels

### **Project Option 2: Installment of a Scene Developing a Theme**

- /10 points Write and draw at least 6 pages of a comic
- /5 points Develop at least 1 theme through a defining scene
- /3 points Use effective, appropriate cliff hangers at end of page/issue
- /2 points Incorporate a splash page for an important moment/revelation

### **Project Option 3: Expanding a Scene & Creating a Variant Cover to Develop a Character or Theme**

- /10 points Write and rough out at least 4 pages of a comic and create a comic cover
- /5 points Develop 1 character or theme with expanded scene
- /3 points Variant cover uses a modern allusion to reflect mood and theme
- /2 points New scene alludes to or sets up later scene in play

## Requirements for All Options:

### Setting

/10 points

Display setting through art, clearly representing the location and time period of the story in establishing shots, backgrounds, and costumes

/3 points

Symbolize the mood of the scene through coloring and lighting source

/10 points

Meaningful, easy-to-follow panel layout whose panel placement, size, and shape progress the plot, develop the characters, and emphasize the theme

### Props

/2 points

Draw a subtle image or symbol (can focus on a prop) – in the background of at least one panel – that progresses the plot or develops the theme

### Directing Focus

/5 points

Employ varied, effective panel transitions – moment to moment, action to action, subject to subject, scene to scene, aspect to aspect – to establish appropriate pacing and direct audience's focus during the scene

/3 points

Use gutter space in at least 2 ways – plain white gutter for closure and at least 1 other way to add to your story (coloring, action breaking through a panel, displaced panels, etc.)

### Actor Placement

/5 points

Reflect character's power dynamics through cinematography elements (zoom, height, and rotation) and physical placement in relation to other characters

### Sound

/5 points

Letter dialogue and text boxes to reflect characters' personalities and emotions

/2 points

Incorporate 1 sound effect through lettering, format sound effect to reinforce mood, characterization, or theme