PART 4

You should spend about 20 minutes in this part.

Read the text and answer the questions that follow.

For **25** to **28**, write **True** or **False** for every statement given.

For **29** to **32**, choose **no more than five words and/or a number** from the text for each answer.

How to Write a Graphic Novel



Choose an idea

- Decide your audience
- Decide the category; science fiction, fantasy, etc.
- Write a beginning, middle and end; have interesting characters, plot, conflict, etc.

→

Choose your illustration style

- Choose a style; pencil, watercolour, 3D illustration, etc.
- Look at other graphic novels for inspiration
- Make a list of styles you like

→

Write your first draft

- Use a graphic novel script template; write what is happening in each panel
- Write in the present tense
- Describe each panel in detail to help the illustrator draw

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Rewrite your script

- Make sure each panel is clear and moves the story along
- Remove unnecessary conversations

←

Find an illustrator

- If you're not an artist, get an experienced illustrator
- Choose an illustrator who can work well with you
- Be prepared to make changes
- Listen to the illustrator's feedback

←

Time to publish (print and digital versions)

- Create a cover
- Format the novel using a suitable software
- Use free tools on the Internet to format your novel into an eBook

25. Writing a graphic novel begins with deciding your illustration style. _____

26. Only the first draft should be written in the present tense. _____

27. An illustrator will give you feedback on your script. _____

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28. You can create an eBook version of your graphic novel. _____

29. A graphic novel should have a _____.

30. Pencil and watercolour are examples of _____.

31. When you rewrite your script, you may remove _____.

32. Before you format your graphic novel into a print or digital version, you should _____.

[8 *marks*]

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