Digital Studio > Digital Narrative Project

Myths and fairy tales provide a rich starting point for a digital media project. Passed down from oral storytellers through literary traditions to new media, they are always altered by retelling to reflect the needs of the storyteller and the aesthetics of the time. Because the story is so well known, it can be altered significantly and still remain resonant and recognizable to the contemporary audience. Choose a well-known fairy tale or myth to adapt to digital media. Try to think of one you have always had a strong connection to, that often works best.

our class syllabus has links in the assignment grid to Fairy Tales and Greek Myths
http://www.d.umn.edu/~jrock2/d_studio.html

INDIVIDUAL WORK
Project Design : selecting and updating a rough story / design plan
Story boarding : sequential breakdown / rough visualization

TEAM WORK
Collaboration : image contribution to selected group story
Final Craft: team work for final product / unity and surprise

Digital Narrative > Project timeline

WEEK 1 > INDIVIDUAL WORK
Select story > break story into 10 key moments
Update story > create a contemporary version of your own
Outline narrative arc > beginning / middle / end ... climax / surprise
Storyboard 10 images > push composition, scale, image dynamics

WEEK 2 > INDIVIDUAL WORK
Generate Imagery > test image style / your digital technique (1 - 3 images)
Articulate how imagery will support story mood
Identify color palette / line, texture, shape...style for image unity
Create presentation board / Design proposal

WEEK 3 > TEAM WORK
Presentations + voting on team stories
Break into teams > art director selected
Continue work on 10 images > unity of media, style, color harmony...
Create surprise by varying compositional strategy + emotion

WEEK 4 - 5 > TEAM WORK
All stories due for presentation / team choice of format
all Individual story ideation, storyboarding, and rough work
along with Team Narrative project in final form
DUE FOR GRADING >