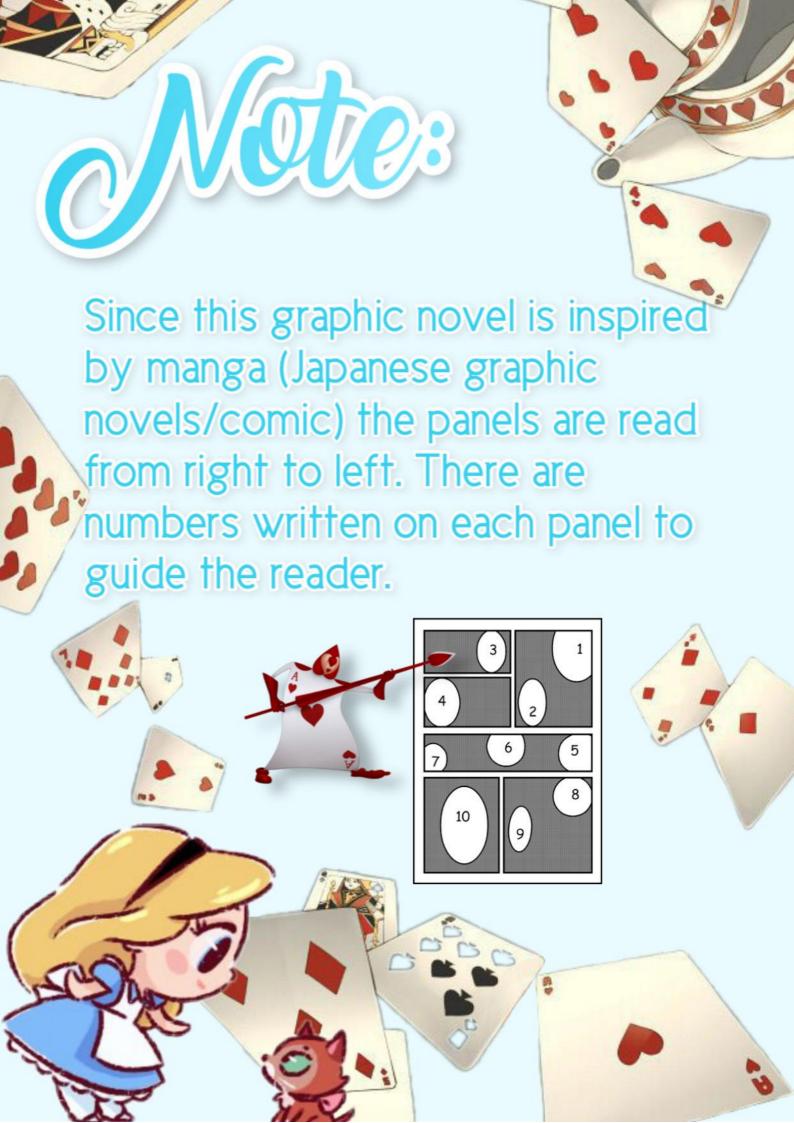
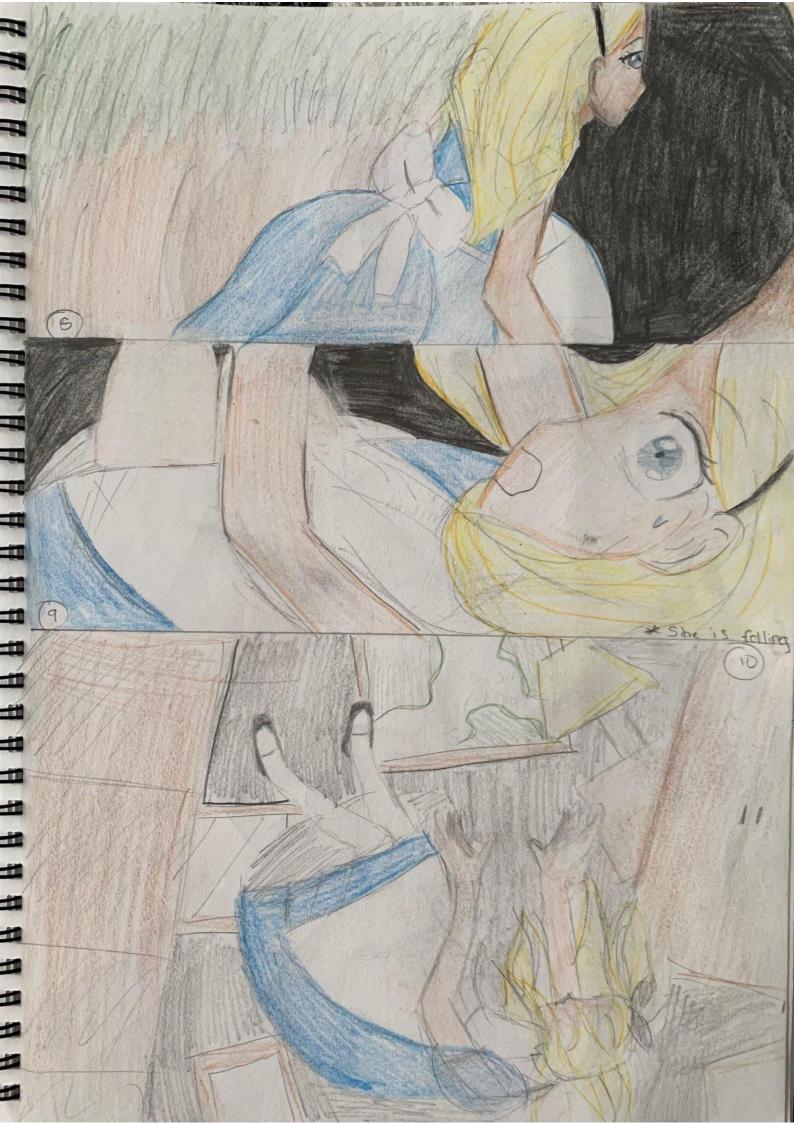
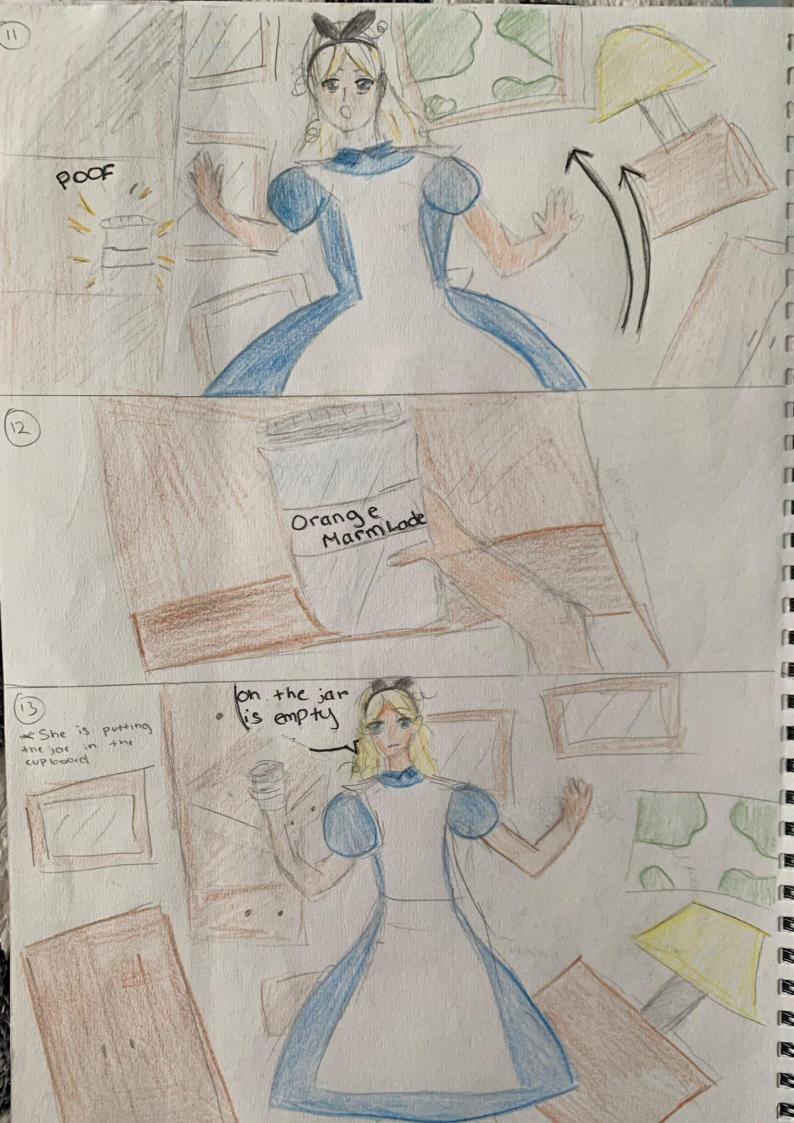
Hice in Wonderland Chapter 1

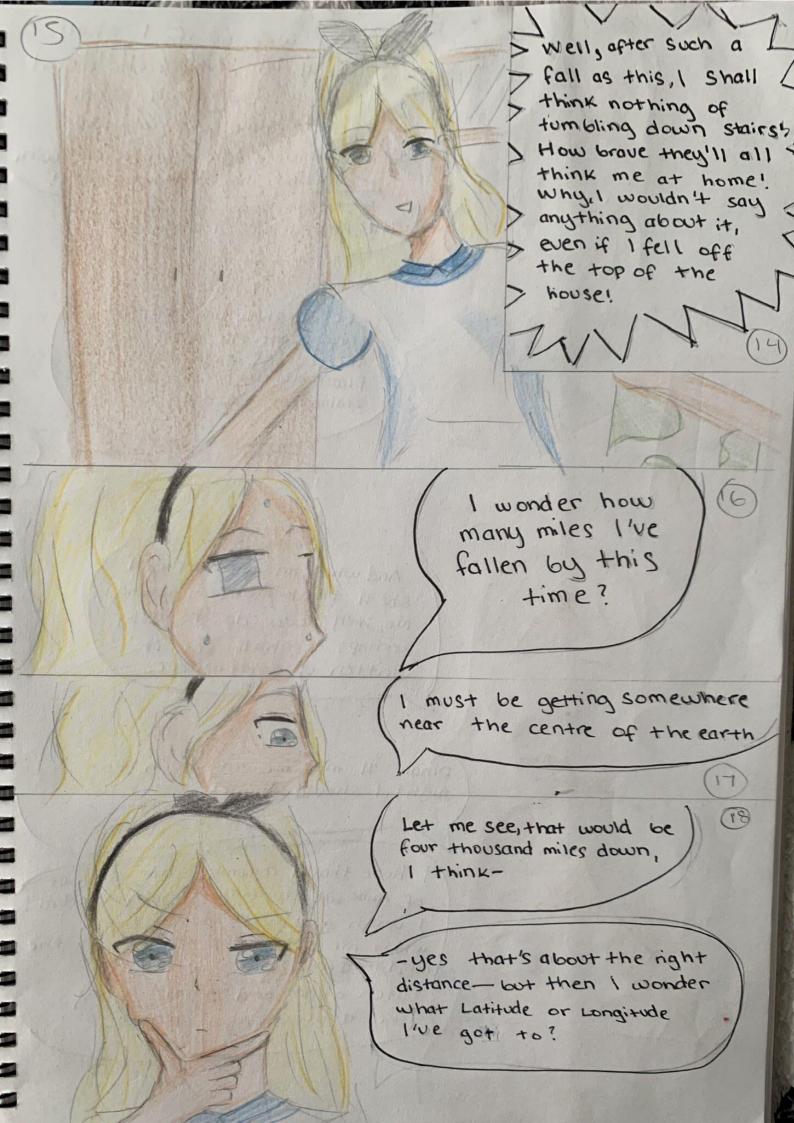


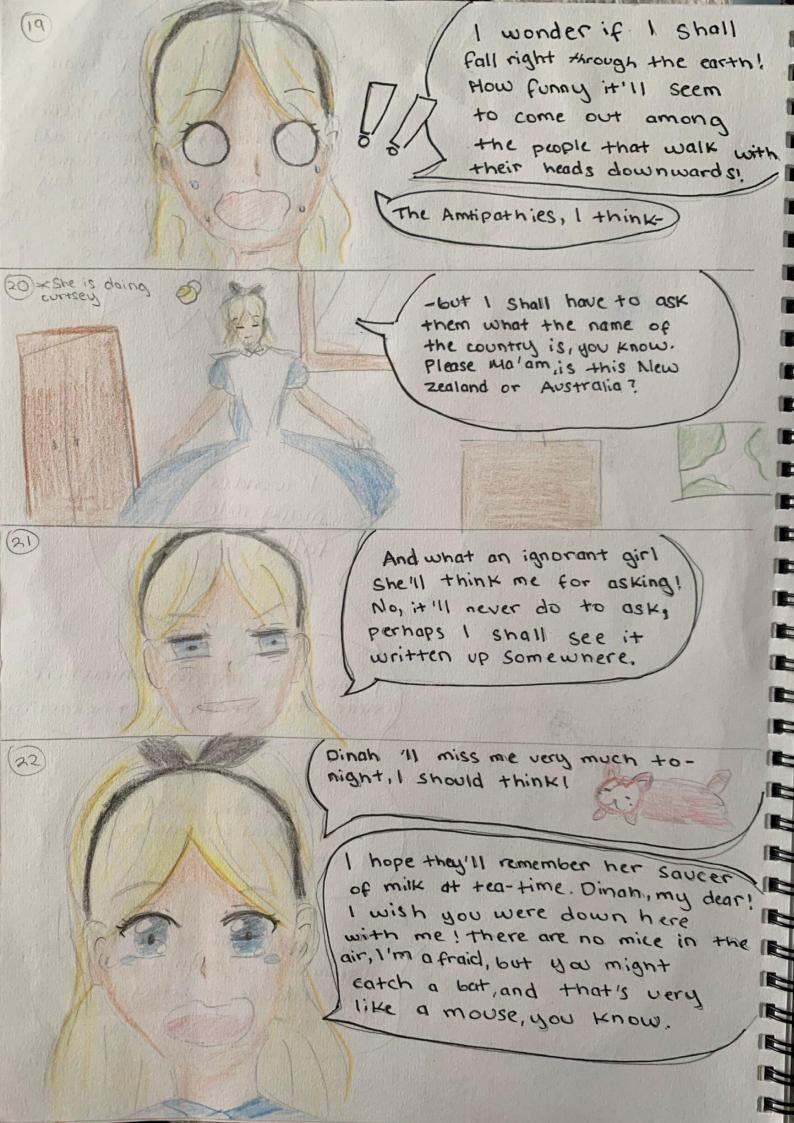


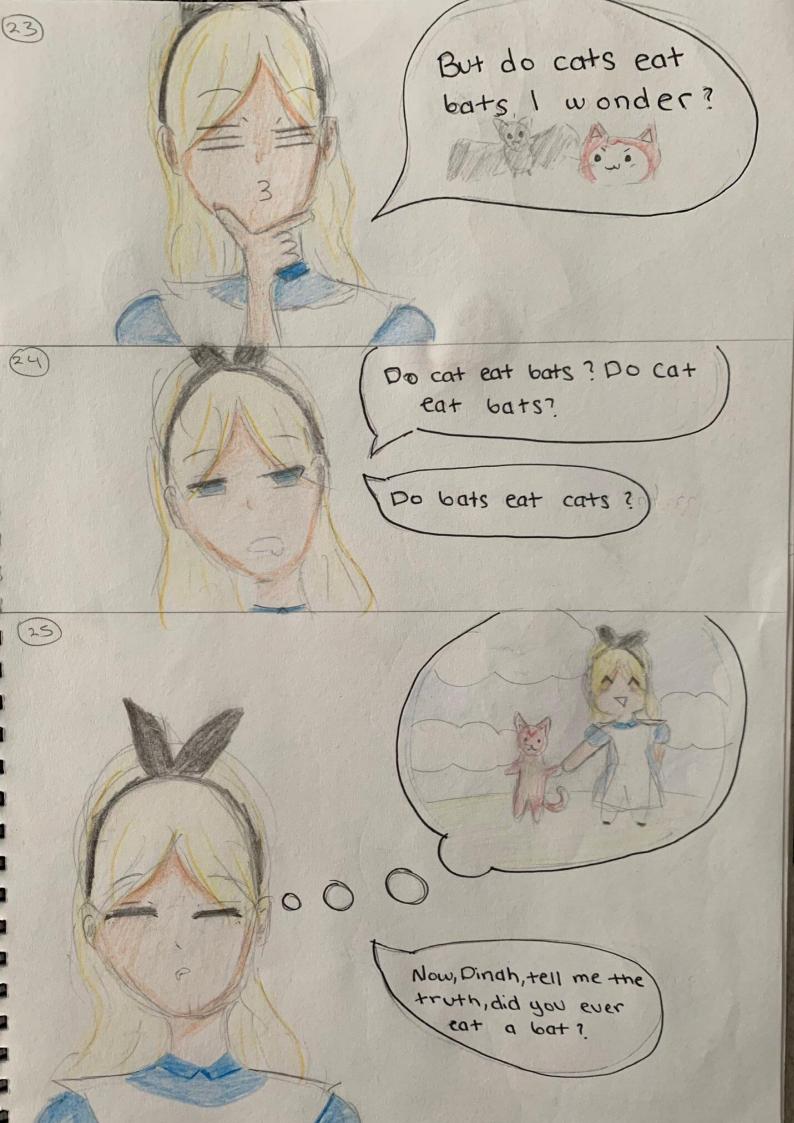


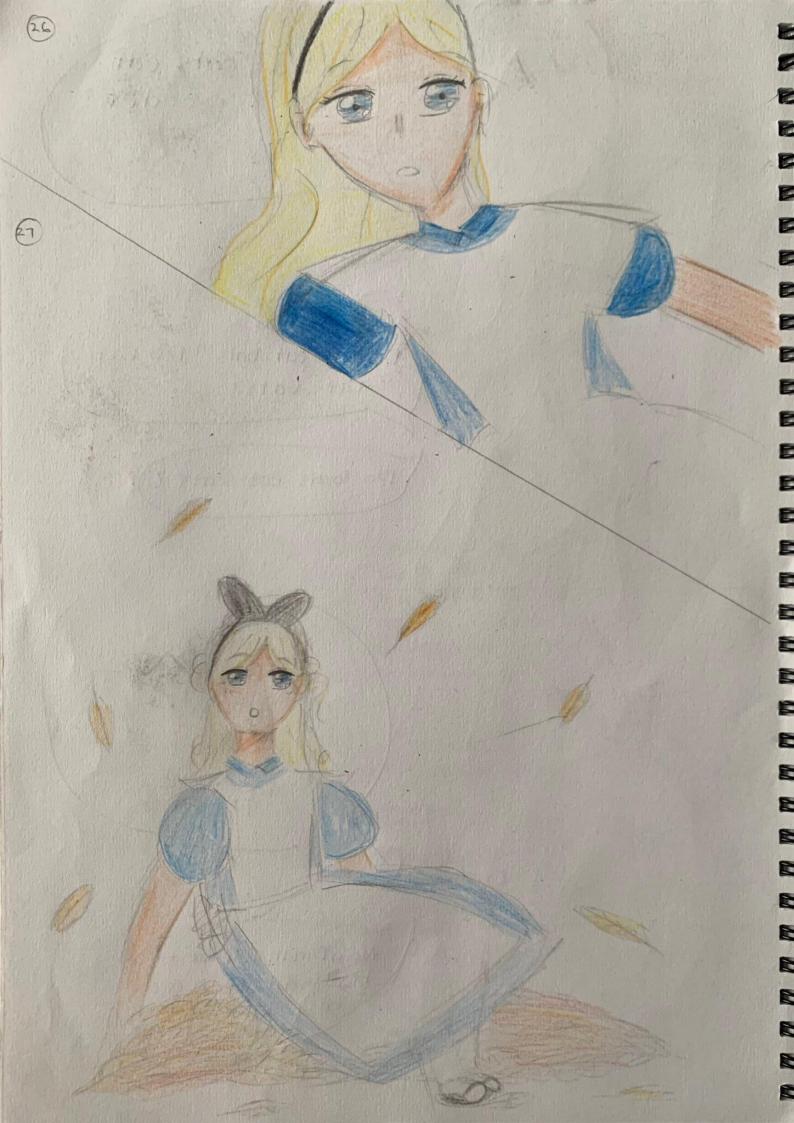


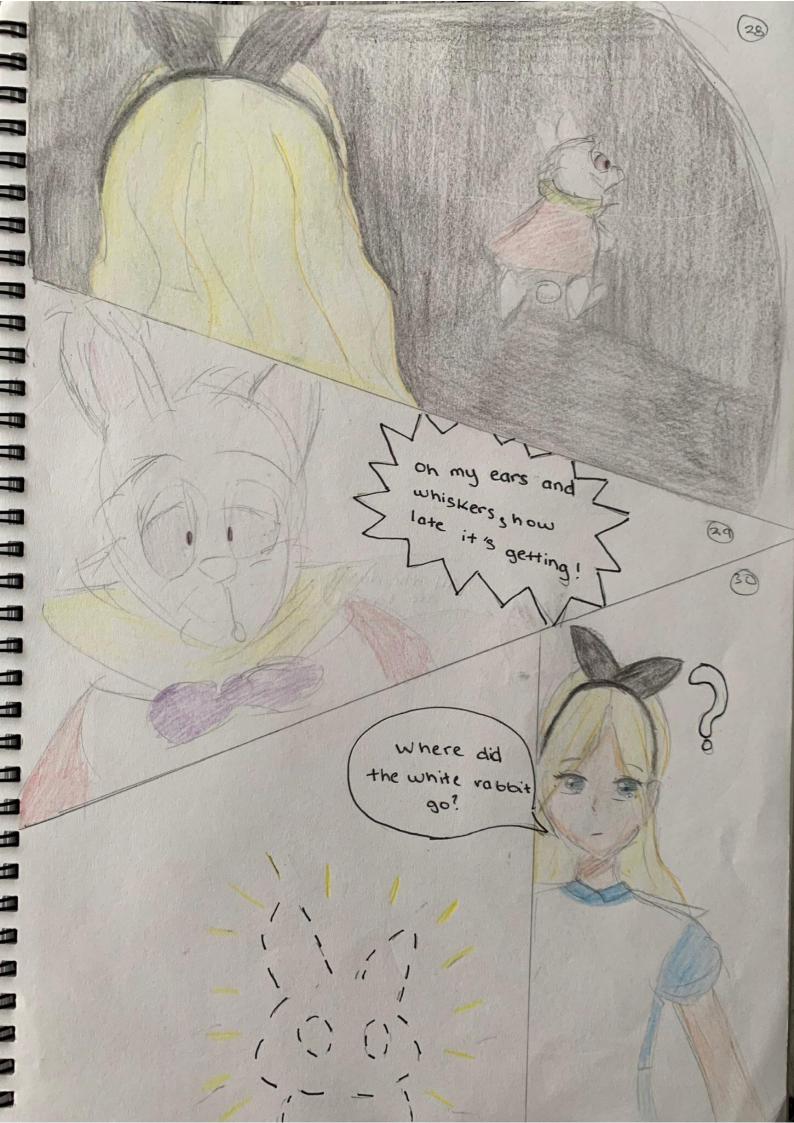








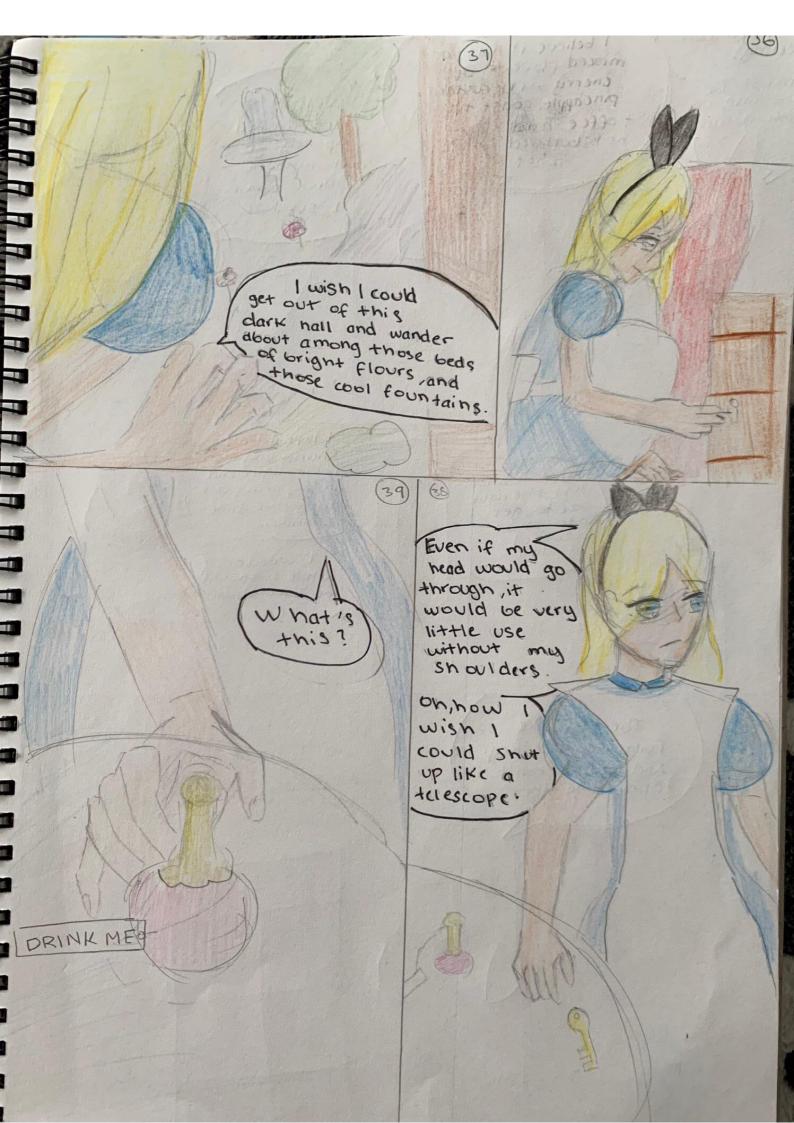


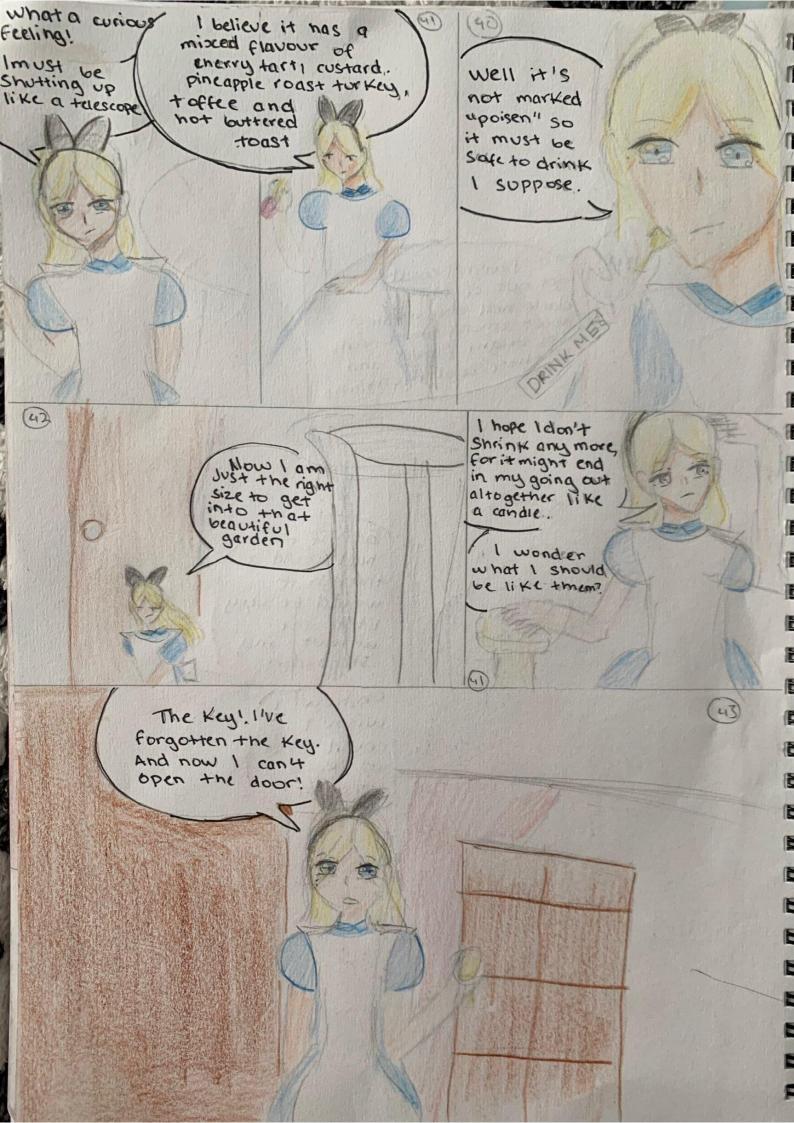


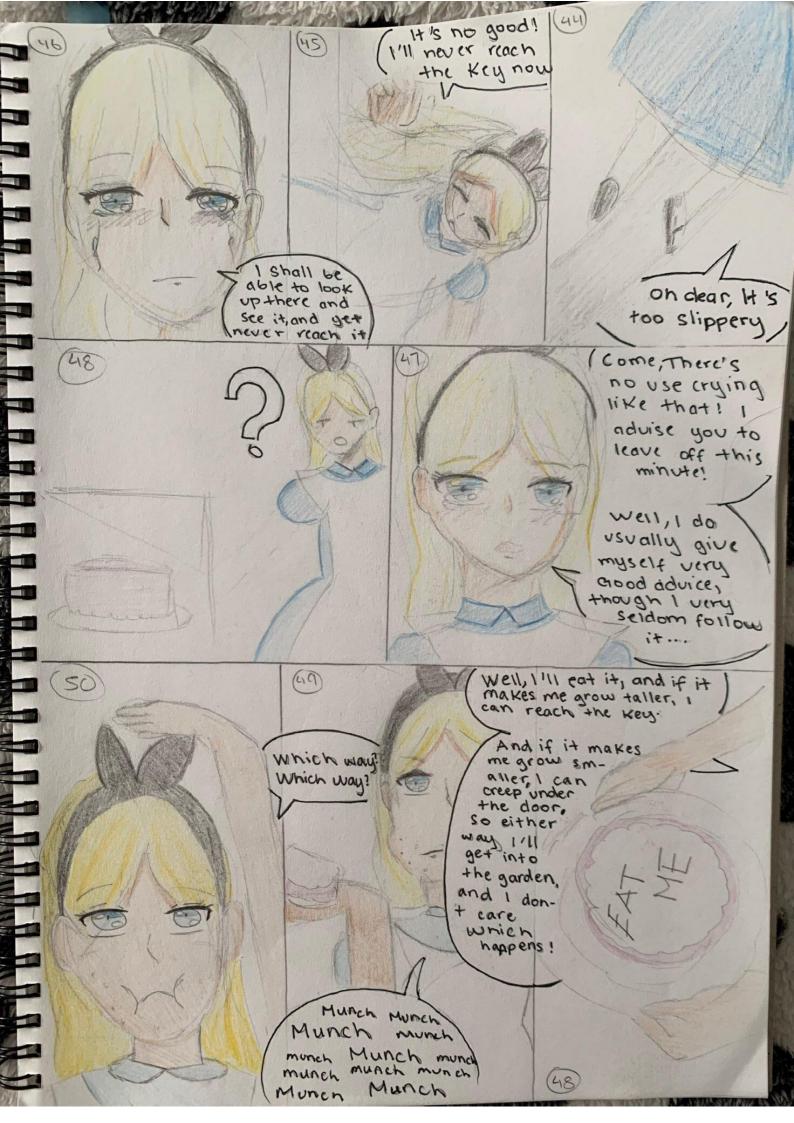
















Curiosity leads to trouble

--Reflective Commentary

I wanted to draw a graphic novel to demonstrate my understanding of Alice's Adventures in Wonderland. Out of all the choices, the reason I chose a graphic novel was that I enjoy drawing as a hobby; using my creativity skills. I would rather draw than to write stories, I find it hard to come up with a creative idea. The picture format and text presentation appeal more to me than reading a block of text. Drawing makes me envision and imagine, it makes me grow my understanding of Alice's Adventures In Wonderland. My piece, the graphic novel, is connected to the text. My graphic novel has the same plot as the novel, using the same dialogue and illustrations. The images reflect all the important parts of the chapter, such as Alice falling into a rabbit hole, a door to door hall, a small bottle, etc. What I've noticed and learned during the writing/drawing process is how descriptive the text is. Alice's Adventures in Wonderland uses fantastic language, and readers can imagine and envision what's going on in the novel. Descriptive language can make the reader feel almost as though they were part of the scene. The description is useful because it helps readers interact with the story world. Overall, I don't regret choosing to draw a graphic novel. It helped me understand and visualize chapter 1 of Alice's Adventures. Chapter 1 was an interesting chapter and was amusing to do, I honestly didn't expect the chapter to be that long, hence it took time and patience to sketch, draw, and colour each page and panels.