MasterClass. (2021, May 05). How to write three act structure - 2021. Retrieved May 10, 2021, from https://www.masterclass.com/articles/how-to-write-three-act-structure

While writing Part 1 of Wisemind, I decided to chop things up into the very standard story structures many novice writers turn to. Act one spends time letting us get used to our protagonists and their day-to-day, the first few comic strips I drafted introduce our characters at the very moment their 'inciting incident' is worked into the story. Gnoles' family throws a graduation party and there Violet suggests the two move in together, since their dad, a realtor, was able to find a suspiciously affordable and spacious apartment. As the two settle into their new digs, weird things start happening and their friendship is put to the test.

Writing 101: What Is Chekhov's Gun? Learn how to Use Chekhov's gun in your writing - 2021. (n.d.). Retrieved May 10, 2021, from https://www.masterclass.com/articles/writing-101-what-is-chekhovs-gun-learn-how-to-use-chekhovs-gun-in-your-writing

Chekhov's Gun is a tool that suggests if a writer is to introduce any detail into their work, it should have some sort of purpose or become relevant to the plot. For example, if a rifle is introduced in the first act it must go off in the second or third act. I kept this in mind while thinking about how the climax to Part 1 would play out. I decided to casually throw in sometime early that Gnoles, being a weirdo, has a decorative battleaxe displayed on their wall. This is initially used to introduce the subject of harm OCD but is later used to hack down a door trapping Violet in their apartment, and for Violet to decapitate Beelzebub. Interesting that what was once an object of fear becomes an object of empowerment and agency in this story!

Sequential art. (2020, November 12). Retrieved May 10, 2021, from https://en.wikipedia.org/wiki/Sequential_art#:~:text=In%20comics%20studies%2C%20sequential%20art,of%20sequential%20art%20is%20comics.

Sequential art is a term that describes art forms that use images in a specific order for the purpose of graphic storytelling. Comic books are the best example of this, and while drafting storyboards or concepts for Wisemind I tried to keep in mind what each image would look like in motion--or with additional images before or after said image within the context of whatever I was drawing. I got a lot of help from this and it really benefited me while thinking about longer comics or mini-stories within the story.

How to develop a fictional character: 6 tips for writing great characters. (n.d.). Retrieved May 10, 2021, from https://www.masterclass.com/articles/writing-tips-for-character-development

It wasn't that much of a challenge writing Gnoles or Violet, or their dynamic. Their characters were basically plagiarised from myself and my co-creator, and all of the characters hobbies, interests, etc, are pretty faithful to our personhood. Setting up their goals and making them engaging for an audience was a challenge though, I had to ask myself, *what would make our story really interesting?* There's also the variable that we have different experiences with OCD, though this ultimately created a more well-rounded expression of what is a complex and tricky disorder.

Www.nuvotech.co.uk, N. (n.d.). The hero's journey - Mythic structure of Joseph Campbell's Monomyth. Retrieved May 10, 2021, from http://www.movieoutline.com/articles/the-hero-journey-mythic-structure-of-joseph-campbell-monomyth.html

Next, there's the whole hero's journey thing. While both of us have personal journeys, there really hasn't been a thrilling conclusion to what is an unending battle with OCD. It gets better, and there are definitely defining moments in deciding what works for you and accepting help but there will never be a real-world equivalent of decapitating your mental illness personified. Even then, this moment is less an erasure of the past but a nod towards the future. You can't completely fix your mental health problems but you can learn from them and learn to control them. Bigger moments like that deserve an awesome fight sequence because it really is like that--fighting yourself for control.

Theocdandanxietytreatmentcenter.com. (n.d.). Retrieved May 10, 2021, from https://www.theocdandanxietytreatmentcenter.com/blog/ocd-in-the-media/

This was a great resource for looking at how OCD is often written in media, used for quirks and unique character traits rather than treated as a serious obstacle a character has to live with. While doing research on this, I basically kept telling myself *this is exactly what I'm not going to write.* Gnoles and Violet are written as living proof that not every person grappling with their disorder is a neat freak or tight-ass. We can be pretty picky-choosy about some things but who isn't? The myth that people with OCD have clean desks, perfect handwriting, etc, has always been so funny to me because that could not be more of a myth for most of the people I know. We appreciate a clean space as much as anyone, but I currently have three baskets of laundry just laying around waiting to be sorted.

MasterClass. (2021, May 05). How to format dialogue in your novel or short story - 2021. Retrieved May 10, 2021, from https://www.masterclass.com/articles/how-to-format-dialogue-in-your-novel-or-short-story

Writing dialogue was another pretty seamless task but something I still wanted to polish for the sake of doing things right. My co-creator especially is good at this, so if there was ever a moment where I needed to think of a realistic exchange I could just ask, "Hey. I want to talk about us having a weird thing with cups. Can you help me with that?" It was like "Sure." and that was the end of it. For what I felt was more grueling script writing I used this site and others for basic tips figuring out how to make good, properly formatted dialogue.

How to defeat same face syndrome in your art & character designs. (2019, September 03). Retrieved May 10, 2021, from https://www.youtube.com/watch?v=HpC4AXvroNQ

Same face syndrome is a phenomenon that I'm not at all unfamiliar with. The basic gist is that some artists with a specific style might tend to have characters with unique traits and characteristics, though upon further inspection literally every person has almost the same face and head shape. Gnoles is a pretty faithful adaptation to my wardrobe and looks, Violet takes a LOT of liberties--though I've heard no complaints from my co-creator.

Know the rule of three in comedy and stun everyone with your wit. (2013, August 12). Retrieved May 10, 2021, from https://entertainism.com/rule-of-three-in-comedy

Sites like this were pretty much exclusively for writing Violet. Maxon, Violet's inspiration, could be a comedian if they wanted to and has some decent tools under their belt that of which I was not so familiar with. This research helped me write their dialogue with a bit more ease, though again, it was never that daunting of a task in the first place. I don't think the rule of three ever actually shows up in a comic or strip, though there would be an interesting irony to making that one of Violet's tools as 3 is one of the most triggering OCD-related numbers on their list.

Color theory in art - learning about colour theory. (2021, February 18). Retrieved May 10, 2021, from https://theartyteacher.com/color-theory-in-art/

Color theory went into the design of Violet, Gnoles, and their rooms. I wish I spent more time with theory around hand-writing and stuff like that as it could give a lot more depth to their characters but I simply don't feel the motivation to go the extra mile until this picks up as a full-scale project I plan on trying to capitalise off of. Violet's character has muted colors and tones meant to compliment their sometimes passive and aloof personality, while Gnoles is frequently sporting flashy clothes or coloring their hair nauseating colors. Gnoles wants to take up the most space and have all eyes on them, while Violet wants to be left alone.