

# The Graphic Map

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## The graphic map:

1. uses lines, words, and color, although some graphic maps may be completely wordless, and others may be black and white.
2. presents a unifying symbol or related set of symbols arising from the literary work. The graphic symbol may be drawn from the text itself (the pig's head in *Lord of the Flies*), or it may evolve from metaphor making (a bat to represent Teiresias, signifying the outward blindness but inward seeing).
3. uses color or lack of color with intent. Color may be used symbolically, or it may be used to organize aspects of the graphic. Black and white graphics may be used as well, to convey positive and negative space or emotion.
4. uses quotations from and direct references to the text. Quotations may be incorporated in many ways. For those graphic maps intended to be used as maps for writing papers, it is important for the artist to include textual references, and some commentary for those references. Quotations are often also used artistically as well to support the visual pattern of the map.

## General Instructions to Students

A graphic map is defined as a visual (two or three dimensional) that uses color, symbol, and words to make a unified statement.

The aim of a graphic experience is to help you synthesize and organize many details from divergent sources, connecting them and making sense of them. As a prewriting activity, it is no better or worse than the standard linear outline. It is simply different (and generally prettier!)

The key to a successful graphic lies in your awareness of the process you are going through as you create it. Although in this case "neatness counts," artistic ability does not; the primary purpose of the graphic process is to help you think, organize, and integrate your thoughts, not to produce an art product.

## Requirements:

1. A graphic uses color, symbols, and words.
2. Use color in a rational manner; remember that color can be used symbolically and/or as an organizational device.
3. Select a unifying symbol or symbols. Don't panic here. Symbols are not necessarily "artistic." Shapes, colors, sizes, natural objects and the like can all be symbols. Let the symbol arise from the work itself.
4. Your graphic must use quotes from the work/s. Make careful and meaningful choices. Use ellipses judiciously so that you tell your audience enough, but not too much.
5. Your graphic should be titled, not labeled. Select a title that explains what your graphic is about and piques interest.
6. Integrate your colors, symbol/s and words to form a pleasing and logical design.
7. Execute your graphic magnificently. (Panic here.)