

**Comic Narrative 2.0**  
(World Building and Character Persona after sketches)



P1: Establishing shot: the girl wakes up and remembers nothing. She's hit her head.



P2: A girl approaches her, and tells her: "You've got a mission to do." She introduces herself as her 'sister' and shares the mission of closed-source (to help the company).



P3. The sister shows her around the “closed-source company” and how it works. The company is indistinguishable from the government, and it’s very barren. It’s a place of clear labor division, very efficient, and meant to be profitable.

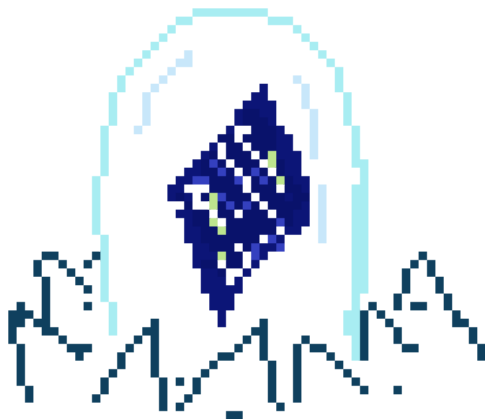
The girl is confused as to why the people she sees outside the company windows are still unhappy when the company is doing so well. The sister explains that it is because of their low work achievement. They just need to work harder and accomplish more!

The girl gets sad because she hasn’t achieved anything for the company yet, but the sister reassures her. She says that she is going to do big things, and places a delicate computer chip necklace around her neck.



P4: A montage panel, showing the girl growing up with her sister in the company.

The little girl works hard, and she is shown to become a cybersecurity hacker who counters many attacks of the “evil” rebels trying to fetch their data.



P5 One day in the halls, the girl comes across an employee, Mr. Octopus, who's crying. The girl asks him why he is sad.

Mr. Octopus is upset because he feels he doesn't recognize his value working in tech because all his work is one-sided. He feels isolated from his colleagues and his work. He yearns for the good old days— when information was shared.

The girl asks him to explain: she's never heard of such a thing.



P6 & P7. The Octopus takes her to a locked room deep in the basement. He opens the door to dusty old shelves filled with 'relics' (our technology). He explains open source history, emphasizing the collaborative culture and how everyone benefited, not just those in the company. He shows her the people outside again, and she realizes it's not their fault they are sad. No one should be shamed for not being a corporate drone.

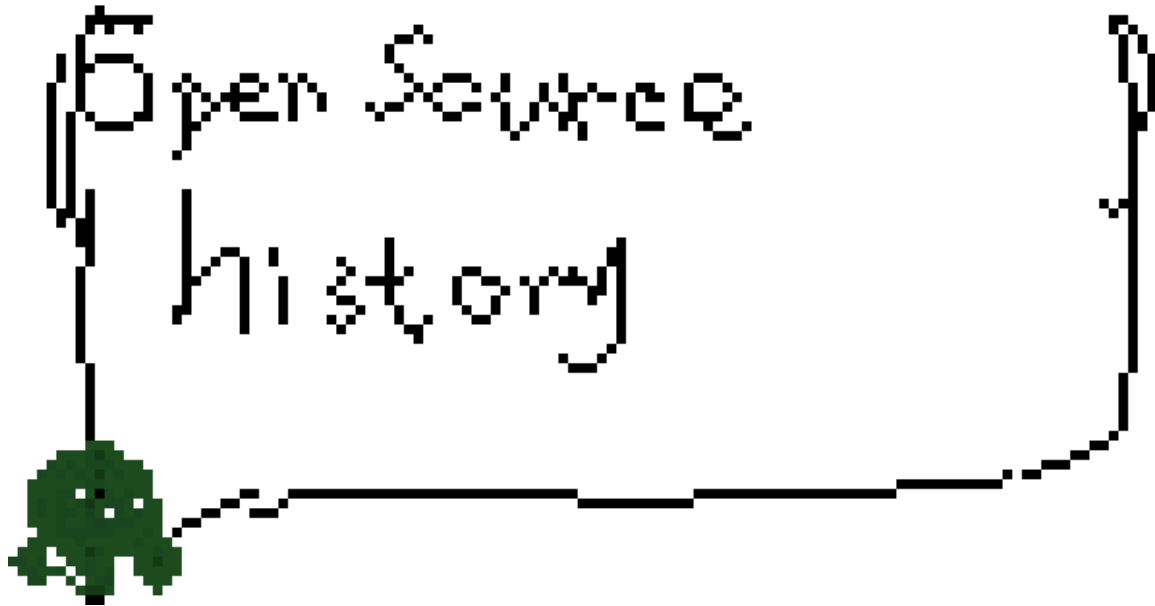


Red Hat: Red Cap

Richard Stallman: The Stall Man.

Other open source relics have amusingly 'wrong' panel explainers.

P7. Mr. Octopus also highlights that open source means freedom, but not necessarily "free".



P8. The girl has a moment of epiphany, and monologues. "Open Source is amazing— they're doing real good! What have I been doing all these years? I've only been making the technology unaccessible? Why has my dear sister deceived me for all these years? Does she only need my talent and labor?"

[A throwback memory panel, showing fragments with the sister, and remembering how happy she was when she got the delicate chip.]



P9. Transitional Animation: Tears drop down





P10. The girl awakens— it's been a dream, but she's disappointed to see that the world isn't as different from the "nightmare" scenario as she thought.

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## **WORLD BUILDING**

There was a relic that resonates accidentally with the reality that the girl comes from—and the girl is drawn by a large physical force of a wormhole and hits her head when she falls down on the relics.

The sister was walking and coming across the girl falling down and the relics blinking. She was so amazed and she picked the girl up and found Opal remembered nothing. She named the little girl Opal and taught her coding skills.

In the end, the girl went back to her own world finally and Mr. Octopus destroys the relics so that the passway connecting the two worlds shuts down.

- Normal World
  - Need some setting in normal world before dream
  - School?
  - Warm colors
- Dream World
  - Dark cold colors
  - Tech company runs everything
- **Company:**  
taken over everything, mass monopoly

## **CHARACTER PERSONAS**

### **1. Little Girl - Opal**

Maybe name Acy or something, short simple name. Autistic girl (specifically ASD) who's nerdy and not good at socializing, but managed to mask it (this means we need to add a frame of Acy before she is introduced in the dream). Not many friends in school.

Highly talented in programming. Valuable asset for the company (in the dream).

A normal junior high school student (13-yrs-old in reality). 8-year-old when entering the dream.

### **2. Sister (20 yrs old)**

Was 17 when she met the little girl. A talented hacker, but seldom does programming now. Works unpassionately at company.

The sister gives Acy a necklace that tracks her work and also allows the sister to know when Acy is in danger (this narrative sets us up for more interaction with the sister, Acy needs to find herself in trouble).

How does the sister find the girl? (hacks into her dream somehow?)

She tries to protect the girl from her supervisor in the dream knowing that the girl is not from the land she has entered (how can we make the sister know that the girl is her sister but from a different dimension?)



## OTHER

Notes + Feedback from SXQ:

- USB = key! Fits into the old tech in museum
  - Not betrayal from sister and she realizes this at the end
- Artifacts
  - Mozilla
  - SXQ
- 1. 2 ~ review Octopus' story.
  - Have octopus' story be a separate story?
- 2. 3 ~ emotional is good
- 3. 3 ~ clarify messaging
- Create character cards

\*\* maybe she remotivates octopus — sort of highlights SXQ's mission

Rubrics:

- 1) does it accomplish the mission: to communicate the history of open source and the stakes for maintaining a robust open sourced digital commons in the future
- 2) Does it have an emotional hook?
- 3) How clear is the messaging? Will it be easy to understand
- 4) Is this feasible for a timeline ending next spring?

Font (Try to achieve pixel art feelings)

<https://fonts.google.com/specimen/Pixelify+Sans?stroke=Sans+Serif>

<https://fonts.google.com/specimen/VT323?classification=Monospace>

<https://fonts.google.com/specimen/Orbitron?stroke=Sans+Serif>

<https://fonts.google.com/specimen/Julius+Sans+One?stroke=Sans+Serif>

Character Cards:

[https://www.canva.com/design/DAFzmrXWjCM/7rpowv03kjUzATDsuYuv-g/edit?utm\\_content=DAFzmrXWjCM&utm\\_campaign=designshare&utm\\_medium=link2&utm\\_source=sharebutton](https://www.canva.com/design/DAFzmrXWjCM/7rpowv03kjUzATDsuYuv-g/edit?utm_content=DAFzmrXWjCM&utm_campaign=designshare&utm_medium=link2&utm_source=sharebutton)